Topo USA® 8.0 User Guide

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Getting Started

Welcome to Topo USA

These are just some of the many features that you can enjoy with Topo USA®.

- Try our data downloads for free! Included with your purchase is a download certificate for $40 worth of data and imagery using the NetLink tab (registration required). You can also subscribe to the DeLorme Map Library for unlimited downloads.
- Send map downloads directly to your Earthmate PN-Series GPS through the Exchange dialog.
- Map Library subscriptions allow you to download unlimited data and imagery for just $29.95 a year.
- Exchange maps, tracks, routes, and waypoints with an Earthmate PN-Series GPS.
- Search for trails, state parks, mountain peaks, unique natural features, points of interest, and more.
- View your maps in 3-D and fly over the terrain with shaded relief, detailed land use/land cover features, and elevation contours.
- Use the Handheld Export tab to create custom maps to send to your Earthmate PN-Series GPS.
- Use the split-screen functionality to view two types of data for the same location at the same time.
- Create trail, road, or direct routes by adding start and finish points on your map. Customize your route by adding stops and vias.
- Use the toolbar to share maps, add data and images to the map, open/create/save projects, start/stop GPS, edit your preferences, and more.
- Profile map items and objects you draw/add to the map to determine coordinate information, linear distance, elevation, grade, and so on.
- Print high quality, detailed, 2-D or 3-D single-page maps, and/or mural maps as large as 3 x 3 pages. You can even print routes, route directions, and profiles.
- Import .loc or .gpx files from www.geocaching.com that you can then transfer to an Earthmate PN-Series GPS.
- Create custom keyboard shortcuts or select a DeLorme shortcut scheme, such as 3-D Navigation, to navigate the program more easily than ever.
- Connect your GPS device to the program and track your progress on a laptop as you travel.
- Use the Measure tool to measure linear distance or the area and perimeter of a polygon measurement object on the map.
- And much more!

What's New in Topo USA

- PN-Series features
    - Automatically add a NetLink Map Library map package to the Exchange dialog for immediate transfer to your device—no map cutting required

    - Add waypoints and tracks to the Exchange dialog with the Send to PN-Series right-click menu option
    - View information about your device's memory in the Exchange dialog
    - Geocaching symbols added to PN-Series symbol set support new geocaching features on PN-Series devices
- New in-vehicle navigation features!
    - NavMode—hands free full-screen view that you can display in 2-D or 3-D
    - GPS Radar—find points of interest near your current location
    - UMPC mode—optimizes your screen for ultra-mobile PCs and small screens
    - Voice—spoken directions and voice commands
- Routing
    - Add stops and vias right from the toolbar
    - Plan Trip option—estimate end of day breaks, fuel stops, and fuel cost
- Draw—select multiple waypoints on the map with your mouse or from the file list

Frequently Asked Questions

These questions are asked most frequently by our customers.

- How do I get maps from Topo USA to my Earthmate PN-Series GPS device?

  To get started, see these tutorials in the Topo USA 8.0 Help system.

  Tutorial: Add a Map to Your PN-Series GPS

  Tutorial: Exchange Data with an Earthmate-PN Series GPS

  To learn how to make a custom map, see this tutorial in the Topo USA 8.0 Help system:

  Tutorial: Create Custom Maps for an Earthmate PN-Series GPS

  For more information, see the PN-Series GPS Help topics under *Using Handheld Devices*.

- Is my GPS device supported?

  DeLorme software works with different types of GPS devices.

    - **DeLorme GPS Devices**—Any DeLorme GPS will work with a current DeLorme software release.
    - **USB GPS Support**—DeLorme software can use the data output from a USB GPS if the device meets one of the following criteria:
        - When the GPS is attached to the computer, it is recognized and displayed under Ports in the Microsoft® Windows® Device Manager.
        - The unit is a Garmin USB device and the Garmin drivers are installed.

      Note Magellan USB devices are not currently supported.
    - **Serial GPS Support**—DeLorme software can use the data output from a serial GPS device. The device must be connected to a free COM port

and output a generic NMEA (National Marine Electronics Association) stream.

- **Bluetooth GPS Support**—DeLorme software can use the data output from a Bluetooth GPS device. You must configure your Bluetooth software to create a virtual serial port.

- How do I find a specific location?

  Use Topo USA's search tools to locate any place in the United States. If you have the North American version of Topo USA, you can also search for places and points of interest (POIs) in Canada and places in Mexico.

  In addition, you can search for places along your route, within a certain radius of the current map center, or within a particular region.

  To access the search features in Topo USA, click the **Find** tab. For more information on searching for specific locations, see Performing a Basic Search, Finding Points Near Your Current Location, Performing a POI Search, and Performing an Advanced Search.

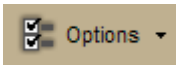
- How can I find all of the nearby points of interest?

  Right-click your location on the map, click **Find Travel POIs**, and then click the distance you want to search within (1 mile, 5 miles, or 10 miles). The points of interest display in Find tab results area.

  OR

  If you are tracking with a GPS device, do a radar search to locate points of interest within a designated distance of your current GPS position.

- Where do I find the map settings and other Options settings?

  Click the **Options** button 

on the toolbar to modify GPS, voice, map feature, display, handheld, and keyboard shortcut, and 3-D preferences. For more information, see To Open the Options Dialog Box.

- How do I perform an Along the Way search in the Find tab and print my results?

  Search for names or categories along your current route by performing an advanced search in the Find tab. You can then print your search results using the Along the Way print option.

  Use the following steps to search for a name/category along your current route and print the results:

  1. Click the **Find** tab and then click **Advanced**. The Advanced dialog area displays.
  2. Select **Category** from the **From** drop-down list.
  3. Select **CurrentRoute** from the **Within** drop-down list.
  4. Type the appropriate keyword in the **Keywords** text box.
  5. Type the distance in the **Distance** text box.
  6. Click **Search**.
     The search results display in the dialog area.
  7. Click the **Print** tab and then click **Route**. The Route dialog area displays.
  8. Select the **Along the Way** check box.

9. Click **Print Now**.
   The search results print.

- How do I submit a data update or fix the roads on my map?

  - If you find there is a missing local road, you can add it to the current Draw layer using the Routable Roads Draw tool. For more information, see Drawing Routable Roads or Trails on the Map.
  - To report an error to DeLorme:
    1. Click the **NetLink** tab.
    2. Click the **Support** subtab.
    3. In the Map Corrections box, click the **Submit Correction** link.
    4. Use the Customer Revisions wizard to submit the change.

- What is a project?

  You can save all of your work as a single workspace so you can open it again later. These saved workspaces are called projects.

  A project is made up of the following items: coordinates of the map center, current zoom level, current magnification, map display preferences, any added items: such as draw layers, routes, and so on. As you create new routes or draw layers, change preferences or the map center, and so on, they are added to the current project. You can save or discard changes.

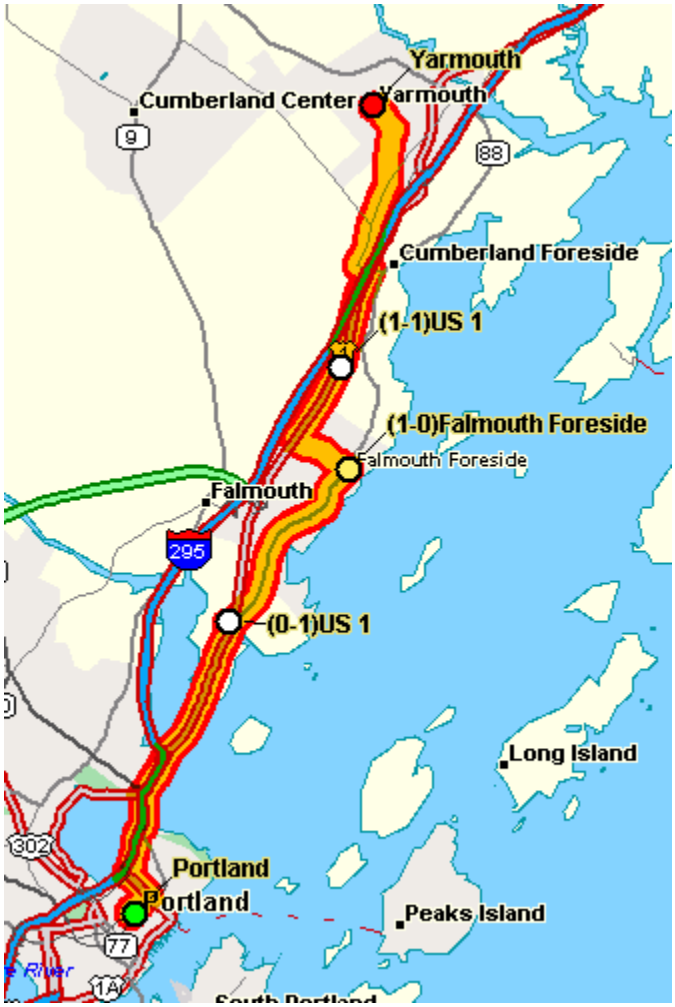
  To learn how to create a project, see Creating and Deleting Projects.

- What is the difference between a stop and a via?

  When routing in Topo USA, you have the option of adding/inserting stops or vias in the route. A stop is a location in a route where you want to stop and then proceed from. A via is a location on the map that you want the route to use.

  For example, if you create a route between Portland, Maine, and Yarmouth, Maine, with no stops or vias, the route directions will tell you to take I-295. However, if you want to take US Route 1 instead, you can place vias in the route on US Route 1 to force the route to go by way of US Route 1. If you plan on stopping in Falmouth Foreside for lunch, you will want your route directions to reflect that stop. When you add a stop, you can recalculate to include it.

  This map shows the area between Portland, Maine, and Yarmouth, Maine, with two vias and one stop.



- What's the difference between adding and inserting a stop or via?

  The *Insert* Stop/Via function arranges stops/vias geographically in the route.

  The *Add* Stop/Via function adds stops/vias in the order you add them to the route.

  For more information, see Adding and Inserting Stops and Vias.

- Why did my route fail to calculate?

  Your route will fail to calculate if you create a route:

  - With a route start, stop, via, or finish point in an area that you have designated as a Route Avoid.
  - That includes route points outside the United States. If you have the North American version of Topo USa, for routes that include points outside of the United States, Canada, or Mexico.
  - On an island without roads. In this case, Topo USA looks for the nearest road to that island to place the route point. If the nearest road is not routable (for example, it is the only road on the island and/or the island does not have ferry access), you will get an error message saying, "Route failed to calculate."

- Why do X marks display on the map when I calculate a route?
    - When you place a route point in a location that isn't on a street, Topo USA finds the closest street to that location, marks the space between the point you clicked and the street with X marks, and starts the route at the street.
    - If you search for an address that is on a walkway and place a route point on it, Topo USA finds the closest street to that location, marks the space between the point the clicked and the street with X marks, and starts the route at the street.
- Why is the tab area and control panel so narrow?

  Topo USA was designed for resolutions of 800 x 600 or higher. If you are using a very high resolution (such as 1920x 1200), the tab area and control panel may appear to be very narrow. You can modify the size of the map and tab area or use the Windows® Control Panel to adjust your display settings.
- What's the best way to measure the distance of a road or trail?

  The best way to determine the distance of a particular road or trail is to create a route. You can create a route using right-click functionality, the toolbar, or the Route tab. For more information, see Creating a Route.
- What's the best way to measure a large area on the map?

  The best way to measure a large area on the map is with the area tools on the Draw tab (such as the polygon tool). When you draw an area object on the map, the area displays next to the object on the map. If you click off the object, you can view the area again by clicking the **Select** tool in the Draw tab and then clicking the area object on the map. For more information about drawing area objects, see Drawing a Circle, Rectangle, or Polygon on the Map.
- What's the best way to measure a short distance on the map?

  The best way to measure a short distance (that is not made up of a road/trail) on the map is to use the Measure tool on the toolbar. You can measure linear distance and area on the map based on the units chosen in the Display tab of the Options dialog box. For instructions on using the measure tool, see Measuring Distance and Area.
- Why won't 3-D billboards display?

  If you receive a message saying that 3-D billboards cannot be displayed, ensure that you have a 32 MB video card with the most recent drivers and that it supports DirectX and transparencies.

Helpful Tips

These tips may help you use the features in your DeLorme mapping program. The **Did You Know?** pop-up tutorials provide hints while you are working in the application.

Tips

- To disable a specific pop-up tutorial, select the **Don't Show Again** check box before you close it.
- To disable all pop-up tutorials, click the **Help** button on the toolbar and click **Shut Off All Pop-up Tutorials**.
- To enable all pop-tutorials after you have shut off one or more, click the **Help** button on the toolbar and click **Reset All Pop-up Tutorials.**

Control Panel

If you want to...	Use this tip...
Zoom the map out/in quickly	Drag the map cursor in an up-left direction to zoom the map out or drag it in a down-right direction to zoom the map in.
Pan the map quickly	Position your cursor on the edge of the map; it becomes a white hand that you can use to drag the map to the new location.
Update the coordinate format that displays in the Control Panel	Update your measurement preferences at any time using the Display tab in the Options dialog box.
View the last map center	Press the middle button in the Compass Rose in the Control Panel to center the map on the previous map view. This button performs an undo function for the last pan or zoom (up to 256 times).

Draw

If you want to...	Use this tip...
Create a route using a road or trail you have added to the map with the Draw tab	When drawing a routable road/trail, click each existing road it crosses to ensure that you can route on the new road/trail. When you open a track you've imported from your GPS device, join the imported line with existing lines by right-clicking each intersection and selecting **Manage Draw/Join**.

Find

If you want to...	Use this tip...
Modify a Find search result	Right-click a result item in the **Find** tab to add it as a MapNote, insert it as a stop in your route, copy the information to your clipboard, and so on.

GPS

If you want to...	Use this tip...
View a GPS log on the map	Use the Draw tab to import a GPS log file and view it as a line object on the map.

Handheld Export

If you want to...	Use this tip...
Modify the export area in Handheld Export	When you click Preview, the default export area for the location you selected displays on the map as shaded rectangles. Click **Select** to confirm the area. To edit the area, click the **Select/Edit** tool and then click the map to add or remove rectangles to/from the export area.

Info

If you want to...	Use this tip...
Quickly view information for a location on the map.	Hover your cursor over objects on the map to see information (such as road names, city/town, details about draw objects, etc.) in the status line that appears at the bottom of the map, just above the tab area.

Map Files

If you want to...	Use this tip...
Learn how to add route and/or draw layers to your project	Add existing route and/or draw files to your project by clicking the **Add** button and selecting the **Draw File** or **Route File** option.

Measurement Tool

If you want to...	Use this tip...
Measure the area/perimeter of a location on the map	Use the measure tool to draw a polygon on the map and determine its area and perimeter. Just click point-by-point to draw the polygon on the map and then double-click to close the polygon. The area and perimeter display in the center of the polygon.

Print

If you want to...	Use this tip...
Stop a page in a multi-page map from printing	If you do not want to print all the pages in a multi-page map, on the Layout graphic, click each page you do not want to print.

Route

If you want to...	Use this tip...
Reorder inserted stops	Reorder your inserted route stops using the Advanced features in the Route tab.
Create a route quickly	For quick route creation, right-click the map and select one of the **Create Route** options or use the Route buttons on the toolbar.
Reorder the columns in the Route Directions list	Click the **Directions** list column headers to change the column order.
Determine the difference between adding and inserting stops and vias	Added stops/vias are placed in the order you add them to the route. Inserted stops/vias are placed in the order you would approach them between the Start and Finish points of the route.
View information about your second turn	Click the **Show Turns** button when GPS tracking to view information about the following turn.

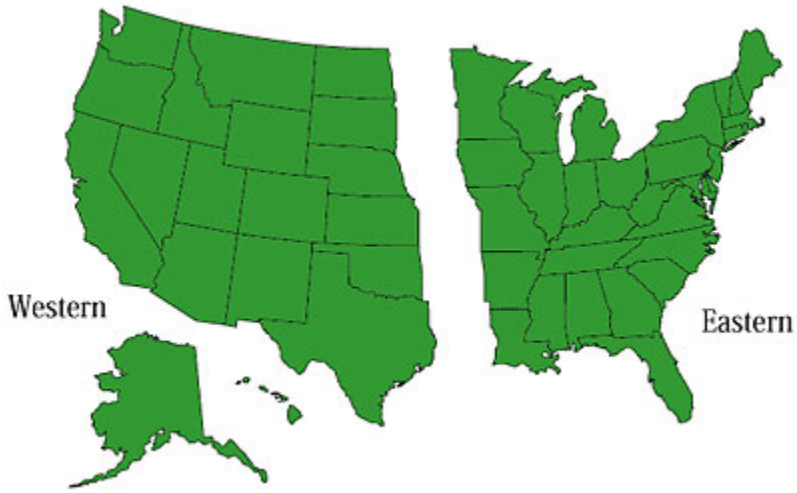
Tab Area

If you want to...	Use this tip...
Adjust the size of the tab area	Adjust the size of the tab area by dragging the top or right side of the tab area.
Show, hide, or reorder tabs	Use the Tab Manager option in the Help menu to show, hide, or reorder tabs.
Import or export a tab configuration file	Use the Tab Manager option in the Help menu to import or export a tab configuration file

Topo USA Data Regions

Topo USA data is available on DVD; the United States version includes all states, as well as roads and points of interest for Canada and roads for Mexico. The states included in the Eastern and Western versions are shown below.

Tip Install the data to your hard drive for improved performance.



Basic Functions

Running Topo USA

After you install the program, you can run it with the DVD to use the data without installing it to your computer's hard drive. For more information on installing data to your hard drive, see Saving Data to Your Hard Drive.

To Access Data from the DVD

Choose one of the following ways to access the data using the DVD.

- If you installed a desktop shortcut, insert a the Topo USA DVD into your DVD drive and then double-click the **Topo USA** icon.

  OR

- Insert a Topo USA DVD into your DVD drive. From the **Start** menu, point to **Programs > DeLorme > Topo USA 8.0**, and then click **Topo USA 8.0**.

Zooming In and Out

You can use the drag and zoom feature, zoom tools, or the data zoom level *(Data zoom level is the relationship between what you see in a map view and how it exists in reality. It is the amount of geographic data displayed on a computer monitor. The data zoom level is similar to the traditional fractional relationship expressed on paper maps. For example, 1:24,000, 1:100,000, 1:500,000, and so on.)* to quickly change the zoom level of the map view.

Notes

- Increase the data zoom level number to show a smaller geographic area at greater detail.
- Decrease the data zoom level number to show a larger geographic area at lesser detail.
- If you view both the right (primary) and left (secondary) maps at different data zoom levels, a box (or lines, depending on the current data zoom level) displays on the map that is zoomed out the furthest. The box/lines indicate the area that is in view on the other map.
- If you view the right and left maps at the same data zoom level but they are not equally represented on the screen (50/50), a box (or lines) displays on the map that is covering the most screen area. The box/lines indicate the area that is in view on the other map.

To Drag and Zoom In

Use the following steps to zoom in either the right or left map.

1. Click and hold down the left mouse button as you drag the mouse in a down-right direction on the map to encompass the area you want to display. A view box displays on the screen and changes dimension as you move the mouse. A label displays the data zoom level at the current map center.
2. Once you reach the map area or data zoom level you want to display, release the mouse button. The area you selected fills the map window, the map re-centers, and the map view adjusts to show the appropriate level of detail.
   Tip To move the view box to another location, press the SHIFT key at any time.

To Drag and Zoom Out

Use the following steps to zoom in either the right or left map.

1. Click and hold down the left mouse button as you drag the mouse in an up-left direction on the map. A staircase with a small circle displays on the screen.
2. Continue dragging the mouse in an up-left direction. The small circle moves up the steps, one step per data zoom level. A label displays the data zoom level to the bottom-right of the staircase.
3. Once you reach the data zoom level you want to display, release the mouse button. The map view adjusts to display the appropriate level of detail. The map center is retained on your screen.

To Zoom In/Out Using the Zoom Tools

There are two sets of zoom tools. The zoom tools for the right map are located in the Control Panel. The zoom tools for the left map are located at the top of the left map view.

Right Map Controls		Click the up arrow to zoom out one minor data zoom level at a time. Click the down arrow to zoom in one minor data zoom level at a time.
		Click the **Zoom In 1** tool to increase the detail number to the next full level.
		Click the **Zoom Out 1** tool to decrease the detail number to the next full level.
		Click the **Zoom Out 3** tool to decrease the detail number by three full levels.
Left Map Controls		Click the plus button to increase the detail number to the next full level. Click the minus button to decrease the detail number to the next full level. The data zoom level of the left map displays in the text area to the left of the buttons.

Tips

- Press ALT+PAGE UP on your keyboard to zoom out to the next full data zoom level. Press ALT+PAGE DOWN on your keyboard to zoom in to the next full data zoom level.
- Use the mouse wheel to zoom the map in and out. Rotate the mouse wheel to zoom in by individual data zoom level steps or hold the SHIFT key while rotating the mouse wheel to zoom to the next full data zoom level.

Panning/Centering the Map

Use any of the following methods to pan (move) or center the map.

- Click anywhere on the map. The point you click becomes the new map center.
- When you point near the map edge, a white hand displays. Drag the hand to move the map in that direction.
- Click the **Map Panning** button on the toolbar to drag/pan the 2-D or 3-D map in any direction.
- Click anywhere on the overview map. The point you click becomes the new map center. This allows you to traverse greater distances with each mouse click than you can within the main map.

- Point anywhere on the black view box in the overview map window. When the pointer becomes a , drag the view box to the new location.

- Use the search features in the Find tab to center the map on a particular location.
- Assign shortcut keys to pan the map up, down, left, or right in small increments.

Copying Your Map to the Clipboard

Click the **Copy to Clipboard** button on the Print tab to copy your map to the clipboard. You can then paste it into a graphics program such as Microsoft® Paint or Adobe® Photoshop®.

You can also right-click anywhere on the map and click **Copy Map to Clipboard**.

Saving a Map as a Bitmap or JPEG Image

You can save the current map view as a bitmap (.bmp) or JPEG (.jpg) image in all page layout formats: Single, 2 x 2, and 3 x 3. If you select a multi-page format, all the active pages are saved as individual bitmaps or JPEGs. The file name is the specified file name with an incremental page number at the end.

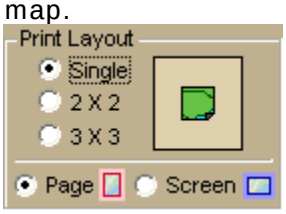
See Printing a Map for information about printing a map without saving it as a file.

To Save a Map as a Bitmap or JPEG

Use the following steps to save a map as an image.

1. Locate the area on the map that you want to save as an image.
2. Click the **Print** tab and then click the **Map** subtab (if it is not already selected).
3. Under **Map**, select **Left**, **Right**, or **Both**.
4. Under **Print Layout**, select **Page** *(the map print area is based on the paper size specified in the Setup options)* or Screen *(the map print area is based on the screen size)*.
   The print area for a Page map displays as a red box and the print area for a Screen map displays as a blue box on the overview map.
5. If you selected **Page** in step 4, the following options are available.
   - Under **Print Layout**, select a layout option (**Single**, **2 x 2**, or **3 x 3**). The print area displays on both the Map and the Overview Map. In the example below, 2 x 2 is selected. This means the print area encompasses four standard pages at whatever paper size you specified in the Setup options. You can assemble a multipage map into a large

map.



- If you selected 2 x 2 or 3 x 3 and do not want to save all the pages in the multipage map on the map layout graphic, click each page you do not want to save. The page appears dimmed or gray. In the example below, page 4 will not print.

- Verify this is the location and photo zoom you want to save. If not, pan the map to the location and zoom to the level you want.
  Note Changing the photo zoom enlarges/reduces the map features and changes the map area that you save as an image. If you increase the photo zoom level, map text, lines, symbols, etc. are larger and your map area is reduced. If you decrease the photo zoom level, map text, lines, symbols, etc. are smaller and your map area is enlarged. The reduction/enlargement percentages for your photo zoom level display under the **Photo Zoom** drop-down list.
- If you want to use other tabs and functions but not lose your current print area, print photo zoom, or other settings, select the **Lock Print Center** check box. This locks the print area and changes the tab label to red.
- Add text or graphics to your map.
- Select the **Print Preview** check box to zoom the map and view the entire area that will be saved as a bitmap image. Clear the check box to return to your previous data zoom level.

6. Click the **Save** button .
   The Save 2D Map Image dialog box opens.
7. Type the file name in the **File Name** text box, select to save the file as a .bmp or .jpg from the **Save as Type** drop-down list, select the DPI (dots per inch) value (optional), and click **Save**.

Measuring Distance and Area

Use the **Measure** tool on the toolbar to measure linear distance and area on the map based on the units chosen in the Display tab of the Options dialog box.

The snap function snaps (attaches) the point of a measurement line to a point on a road or another measurement object. This ensures a more accurate measurement of distance or area. To measure area, you must completely enclose the area by snapping your finish point to your starting point.

Notes

- The measure tool is the best way to measure short distances on the map. If you want to measure the distance of a road, try creating a route. If you want to measure a large area on the map, use the area object tools in the Draw tab.

- To disable the auto-snap function, hold down the **ALT** key on your keyboard while using the Measure tool.
- Measure objects (lines and areas) are saved with the current project. When you create a new project, the measure objects do not display. If you want the same measure objects on your new project, you must recreate them.
- To view information about a measurement line, right-click it and click **Info**. The measurement information is automatically displayed in the Info tab.

To Measure Distance or Area

Use the following steps to measure linear distance or area on the map.

1. Verify you have the correct units of measure selected in the Display tab of the Options dialog box. For more information, see Setting Units of Measure Preferences.
2. On the toolbar, click the **Measure** tool . The pointer changes to .
3. Click point-by-point to draw a measurement line on the map. A text box displays next to your pointer indicating the total distance of the measurement taken.
   Note When you pass over a point in a road, measurement line, or measurement area to which you can snap, a yellow circle defines the snap point. Click to snap the point of the measure line to the road or measurement object's point coordinate.
4. To end a measurement line, double-click the last point of the measurement line.

   OR

   Click the last point of your measure line or area and then click the **Measure** tool on the toolbar.

   The measure line is a two-pixel wide yellow line and the total length of the line is displayed in a label at each endpoint of the line.
5. To end a measure area, hover over the starting point until the yellow snap circle displays, and then double-click the last point to the starting point. The closure area is transparently shaded, and the area and perimeter measurements display.

Chart of Supported Coordinate Formats

These are the supported search formats. Sample coordinates are for Yarmouth, Maine.

Tip Examples of search formats are listed in the Advanced search drop-down text boxes along with a history of your most current search criteria.

Coordinate Format	QuickSearch	Advanced Search	
Latitude/Longitude	N 43 48 30, W70 9 52	N 43 48 30	W70 9 52
	N 43 48.4910, W 070 09.8440	N 43 48.4910	W 070 09.8440
	N434829.4600, W0700950.6400	N434829.4600	W0700950.6400
	N43-48-30, W70-9-52	N43-48-30	W70-9-52
	N 43:48:29.46, W 70:9:50.64	N 43:48:29.46	W 70:9:50.64
	4348, -7009	4348	-7009
	4348N, 7009W	4348N	7009W
	N4348, W7009	N4348	W7009
	4348n, 7009w	4348n	7009w
	n4348, w7009	n4348	w7009
	4348 N, 7009 W	4348 N	7009 W
	N 4348, W 7009	N 4348	W 7009
	4348 n, 7009 w	4348 n	7009 w
	n 4348 w 7009	n 4348	w 7009
	434829, -700950	434829	-700950
	4348.491, -7009.844	4348.491	-7009.844
	4348.491, -7009.844	4348.491	-7009.844
	434829.46, -700950.64	434829.46	-700950.64
	43.80818333, -70.16406667	43.80818333	-70.16406667
	43 48.4910 N, 70 09 50.64 W	43 48.4910 N	70 09 50.64 W
	43 48.4910 n, 70 09 50.64 w	43 48.4910 n	70 09 50.64 w
	N 43 48.4910, W 70 09	N 43 48.4910	70 09 50.64 W

	50.64		
	434829.46 N, 700950.64 W	434829.46 N	700950.64 W
	43, -70	43	-70
MGRS/USNG	19TDJ 06354 51187 19TDJ0635451187 (NAD27)* 19TDJ06355109 19TDJ064511 19TDJ0651	Same as QuickSearch	

UTM/UPS	19T 0406311E 4850964N	Zone: 19T	Easting: 0406311E	Northing: 4850964N
	19T 0406311 4850964	Zone: 19T	Easting: 0406311	Northing: 4850964
	19T / 0406311 / 4850964	Zone: 19T	Easting: 0406311	Northing: 4850964
SPCS	ME-W 0500490 0355150	Zone: ME-W	Easting: 0500490	Northing: 0355150

***** Use this example for USNG with non-standard datum.

Searching Tips

When you use the Quick Search subtab on the Find tab or the Route tab to search for a location, you must enter the information in a specific format.

Tips

- Use punctuation as in the examples in the table below.
- Do not use periods.
- Search with the minimum amount of information to increase the number of results. For example, if you search for Kalalau Trail in Hawaii but you are not sure of the spelling, type "Kal, HI" and then scroll through the results until you find a match.

This table shows formats for search types.

For this type of search...	**Use this format...**	**Example**
Address	Street address, City, State	100 Baxter Blvd, Portland, ME
	Street address, ZIP Code	100 Congress St, 04101
	Street address, City, State, ZIP Code	100 Congress St, Portland, ME 04101
City	City, State	Atlanta, Georgia

ZIP/Postal Code	Within the U.S.: ##### (5-digit ZIP Codes only) Within Canada: ### 6-digit Postal Codes only)	04096 J8E756
Minor Point of Interest	POI name, City, State	Subway, Columbus, OH
Major Point of Interest or Landmark	POI/landmark name	Mount Rushmore
	POI/landmark name, State	Space Needle, WA
Latitude/Longitude	See Chart of Supported of Supported Coordinate Formats	

For more information about the Find tab, see the Help topics under Finding a Location on the Map.

Exiting the Program

To exit the program, click the **Close** button in the upper-right corner of the screen.

The **Save Changes** dialog box opens if you made changes to a project.

- Click **Yes** to save changes.
  Note If only one change was made, the program closes after you save the project.
- Click **No** to discard changes and close the program.
- Click **Cancel** to return to Topo USA.
  No changes are saved.

If you made more than one change to the project or changes to more than one project, once you save your project, the **Exit** dialog box opens.

- Click **Save and Exit** to save changes to the selected files and close the program.
  Note Clear the check box for any file you do not want to save.
- Click **No** to discard changes and close the program.
- Click **Cancel** to return to Topo USA.
  No changes are saved.

About the Interface

Tab Area

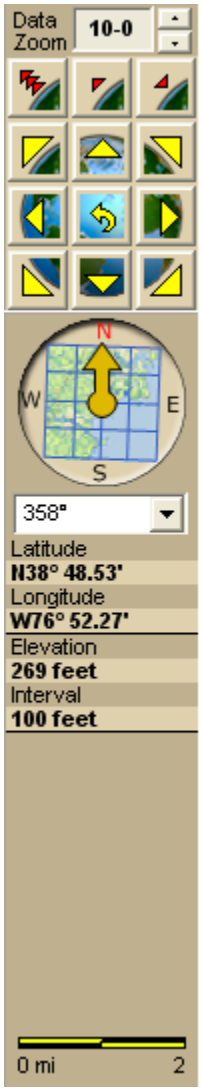
You can access most of the application's functions from the tab area at the bottom of the screen. To access Help for a specific tab, click the **Help** button on the tab. You can also reorder the tabs, show or hide individual tabs or show or hide the tab panel.

- Map Files
- Find
- Draw
- Route
- NetLink
- Handheld Export
- Info
- Profile
- 3-D
- Print
- Voice
- GPS

Control Panel

The Control Panel, located to the right of the map view, displays information pertinent to the current map view and map cursor position. It also includes zoom and map pan buttons.

You can customize your interface to show or hide the Control Panel.



Data Zoom Level—The current data zoom level of the map view; ranges between 1-0 (maximum zoom out) and 17-0 (maximum zoom in).

Zoom Tools—Buttons that quickly zoom out three levels, out one level, or in one level. For more information, see Zooming In and Out.

Compass Rose—A group of nine buttons on a globe. The outer buttons have yellow arrows; click one of the arrow buttons to pan the map in that direction. Click the middle button to center the map on the previous map view. This button performs an undo function for the last pan or zoom (up to 256 times).

Map Rotation Tool—The arrow in the graphic indicates True North in relation to the rotated map. Use the Map Rotation Tool to rotate the map in any direction. You can rotate the map by clicking or dragging the square map graphic in the direction you want or by selecting/typing the degree of map rotation from the drop-down list.

Map Coordinates—Coordinates for the current map cursor position display based on the units of measurement preferences chosen in the Display tab of the Options dialog box.

Elevation and **Interval**—Display in the measurement chosen in the Display tab of the Options dialog box. The data zoom level affects interval display.

Scale Bar—Indicates the distance one scale bar unit equals in the measurement chosen under in the Display tab of the Options dialog box.

Overview Map

The overview map is a small map in the lower-right corner of the screen that offers a wide-angle view of your current map view area. It is approximately three data zoom-levels out from the current map view.

Tips

- Click anywhere on the overview map and that point becomes the new map center. This allows you to travel greater distances with each mouse click than you can within the larger, current map view.

- Use the black view box in the overview map window to pan the map. Point anywhere on the view box. When the pointer becomes a ✥, drag the view box to the new location.

Toolbar

- You can show or hide toolbar options.
- You can change the order of the toolbar options.

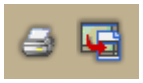
Default Toolbar

This is the default toolbars—see the *Using the Toolbar* section of the Help.

Additional Toolbar Options

These button groups are hidden in the default toolbar. To show a button group, right-click the toolbar and click the check box next to the name of the group.

Print



GPS / Nav Mode

Map Panning

Map Legend

The features that display on the map may display differently depending on which map colors you chose on the Display tab of the Options dialog box. The tables below show the symbolization of each feature, by map color.

Notes

- Not all features are available at all zoom levels.
- Not all features are available in all datasets.
- High-contrast Color features display the same as Street Color features (except for land, which displays as black).

Routable Trail Features

Topo Colors	Street Colors	Description
		Major Trail (National Scenic, National Historic, etc.)
		4-wheel Drive Trail
		Trail/Walkway/Foot Trail

Important Some trails may cross private property. Contact the applicable trail department
to ensure you have the appropriate permissions before following a major trail. For contact information, see Recreational Contacts.

Routable Road Features

	Ferry Passenger
	Ferry Vehicle
	Interstate Highway (can also include this symbol:)
	Limited Access Road
	Local Road
	Major Connector, Forest Road
	Minor Connector
	Non Limited Access Interstate
	Primary State Route
	State Route (can also include this symbol:)
	Toll Road
	U.S./National Route (can also include this symbol:)
	Unclassified Road
	Unimproved Road

Land Cover

Topo Colors	Street Colors	Description
	n/a	Bare Rock or Sand
		Bureau of Land Management Land
		Bureau of Mine Reclamation Land
	n/a	Forest, evergreen
	n/a	Forest, mixed
		Ice or Snowfield
		Indian Reservation (at data zoom level 11)
		Indian Reservation (at data zoom level 2 thru 10-7)
		Intermittent Water
		Land
		Military Area (at data zoom level 11)
		Military Area (at data zoom level 2 thru 10-7)
	n/a	Mine or Quarry
		Parks
		River/Stream
	n/a	Transitional Area, Lava, Salt Flats, or Mixed Barren
		Water
	n/a	Wetlands

Point Features

Topo Colors	Street Colors	Description
		Amusements
		Airport (private)
		Airport (commercial public)
		Airport (general aviation public)
		Business (Amusement, Recreation, Specialty or Dept. Store)
		Camping (at data zoom level 14)
		Camping (at data zoom level 11 thru 13)
CEM	CEM	Cemetery

		Educational Facility
		Exit, with services (at data zoom levels 10 thru 11-7)
		Exit, without services (at data zoom levels 10 thru 11-7)
		Exit, food (at data zoom levels 12 thru 17)
		Exit, gas (at data zoom levels 12 thru 17)
		Exit, lodging (at data zoom levels 12 thru 17)
		Exit, other (at data zoom levels 12 thru 17)
		Fast Food
		Gas
		Hospital
		Lodging
		Metropolitan City
		National Capital (data zoom level 7 thru 10)
		National Capital (data zoom levels 2 thru 6)
		Point of Interest (smaller black square)
		Population Center
		Public Service
		Religious (buildings)
		Rest Area with Facilities (at data zoom levels 10 thru 11)
		Rest Area with Facilities (at data zoom level 12)
		Rest Area without Facilities (at data zoom levels 10 thru 11)
		Rest Area without Facilities (at data zoom level 12)
		Restaurants (general)
		Restaurants (specialty)
		Small City
		State Capital
		Unique Natural Feature (at data zoom level 8)

Line Features

Topo Colors	Street Colors	Description
		County Boundary
		Dam
		Game Management District
		International Boundary
		Park Boundary
		Pipeline
		Power Line
		Railroad (Abandoned)
		Railroad
		Runway
		State Boundary

DeLorme Atlas and Gazetteer Symbols

Symbol	Description
	Developed Boat Ramp (at data zoom levels 11 and 12)
	Developed Boat Ramp (at data zoom level 13)
	Freshwater Fishing (at data zoom levels 11 and 12)
	Freshwater Fishing (at data zoom level 13)
	Hunting (at data zoom levels 11 and 12)
	Hunting (at data zoom level 13)
	Saltwater Fishing (at data zoom levels 11 and 12)
	Saltwater Fishing (at data zoom level 13)
	Undeveloped Boat Ramp (at data zoom levels 11 and 12)
	Undeveloped Boat Ramp (at data zoom level 13)

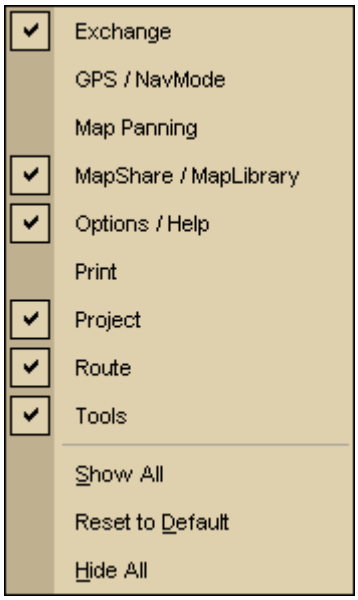
Using the Toolbar

Showing / Hiding Toolbar Options

You can customize the toolbar to show the options you use most. You can also activate toolbar options that are not turned on by default. Some toolbar options are grouped—you can show or hide groups of buttons.

To modify the toolbar.

1. Right-click the toolbar.
   Toolbar options with a selected check box next to them are displayed on the toolbar.
2. Click an item to activate or inactivate it in the toolbar.



Reordering the Toolbar Options

To reposition the toolbar segments horizontally or vertically, just drag the dotted vertical bar that separates each segment to the new location (left, right, up, or down).

To Create New Projects

To create a new project, click the **New** button on the toolbar. If you made changes to the open project, the Save Changes dialog box opens to ask you if you want to save your changes.

For more information, see Creating and Deleting Projects.

To Open a Project

To open an existing project:

1. Click the **Open** button on the toolbar.
   OR
   Click the arrow next to the **Open** button, and then click **Open Project**.
   If you made changes to a project that is already open, the Save Changes dialog box opens. **Note** Map Files have .tpx and are saved by default in *C:\DeLorme Docs\Projects*.
   The Open File dialog box opens.
2. Select the project you want to view and click **Open**.

For more options for opening files, see Opening an Existing Project.

To Save a Project

To save the project that is currently open:

1. Click the **Save** button on the toolbar.
   The Save File dialog box opens.
2. Browse to the location where you want to save the project.
   If you want to rename the project, type a new name in the **File Name** text box.
3. Click **Save**.

To Print

To print a map using the current settings in the Print tab, click the **Print** button on the toolbar.

For more information, see Printing a Map.

The Print button is hidden by default; to show it, right-click the toolbar and click **Print**.

To Print the Map Screen

To print the current view as it displays on the screen, click the **Print Screen** button on the toolbar.

The Print Screen button is hidden by default:to show it, right-click the toolbar and click **Print**.

To Share Maps

To share your current map view, a route map and directions, or a profile, click the **MapShare** button on the toolbar to open the MapShare Wizard.

MapShare lets you share maps—even 3-D maps, routes, and profiles.

For information on e-mailing maps, routes, and profiles with the MapShare Wizard, click the **Help** button in the MapShare Wizard.

To Open the Map Library

To open the Map Library subtab on the NetLink tab, click the **Map Library** button.

To Create a Route

To set route points using the toolbar:

1. Type the location where you want to start your route in the **Start** text box (next to the green **Start** button).
   OR
   Click the green **Start** button and then click the location on the map where you want to start your route.
   OR
   Select an address book entry, a previous location, or your current GPS position from the **Start** drop-down list.
2. Type the location where you want to end your route in the **Finish** text box (next to the red **Finish** button).
   OR
   Click the red **Finish** button and then click the location on the map where you want to end your route.
   OR
   Select an address book entry or your current GPS position from the **Finish** drop-down list.
3. Optional. If you want to add a stop or via to your route, click the **Stop** button or the **Via** button and then click the location on the map where you want to add or insert the stop or via. Repeat this step for each stop or via you want to add to your route.
   Note If the Add option is selected in the Route tab, stops and vias are added in the order they are added to the route. If the Insert option is selected in the Route tab, stops and vias are added in the order they are approached in the route. For more information, see Adding and Inserting Stops and Vias.
4. Click the **Calculate** button .

Important If you have only the left map window open, the route **Start**, **Finish**, and **Stop** buttons on the toolbar and on the Route tab are grayed out. To activate the options, use the map resize tool to expose the right map window.

Note To use the current GPS location in a route, you must connect your device to your computer and click the **GPS** button on the toolbar (hidden by default) or on the GPS tab.

Tip Once a route is calculated, you can use the subtabs in the **Route** tab to view route directions, edit a route, and more. Click the **Directions** subtab to view the

route directions, the **Advanced** subtab to display the advanced routing options, or click **Back on Track** to add your current GPS position as a stop to the current route.

To Start/Stop Your GPS Connection

The GPS button on the toolbar lets you start your GPS connection if the device is not active or stop the connection if it is active.

The GPS button is hidden by default; to show it, right-click the toolbar and click **GPS/NavMode**.

To start or stop your GPS connection, click the **GPS** button on the toolbar.

- If you start a connection and you are using the UMPC option or NavMode, the GPS tab is minimized, but you can show it. For more information, see Customizing the Interface.
- If you start a connection and you are not using the UMPC option or NavMode, the GPS tab area opens so you can monitor your GPS status.

To Use GPS NavMode

NavMode—a hands free full-screen view that you can view in 2-D or 3-D—is the default view when you navigate or track with GPS. You can turn off NavMode to display the GPS tab view.

The NavMode button is hidden by default; to show it, right-click the toolbar and click **GPS/NavMode**.

To Turn NavMode On/Off

Click the **NavMode** button to turn it on or off. When the button appears indented , NavMode is on.

Note The button is greyed out unless you have a GPS device plugged in or are playing back a GPS log file.

You can also change your GPS view in the Options dialog box:

1. Click the **Options** button on the toolbar and click the GPS tab.
   You can also click the **Options** button on the GPS tab.
2. Clear the **Use NavMode** check box to turn it off, or select the check box to turn it on.
3. Click **OK**.

To Exchange Files with a Handheld Device

Use the **Exchange** button on the toolbar (also on the GPS and Handheld Export tabs) to exchange objects such as maps, waypoints, tracks, and routes with a handheld device.

When you click the **Exchange** button, it opens the Earthmate PN-Series GPS Exchange dialog. If you are not using a PN-Series GPS device, click **Use Other Device**.

The Earthmate PN-Series Exchange dialog also opens when you plug in a device.

For more information on exchanging objects, see Help topics listed under *Using Handheld Devices*.

To Grab and Pan the Map

To drag and pan the 2-D or 3-D map in any direction, click the **Map Panning** button on the toolbar.

The Map Panning button is hidden by default; to show it, right-click the toolbar and click **Map Panning**.

To Create a Profile

To create a profile:

1. Center your 2-D map on the area with the linear object you want to profile.
   OR
   Center the route you want to profile on the map.
2. Click the **Profile** button on the toolbar.
3. Move your pointer over the map. The pointer changes from to when it passes over an object that you can profile.
4. Select a linear object or route on the map to generate its profile.
   When the object is selected, it is highlighted and the Profile graph displays in the Profile tab area.
   Note Move your pointer along the elevation profile in the **Profile** graph. The intersection of the vertical and horizontal blue lines travels along the top of the terrain profile. These lines indicate the height and distance of the particular location. A small crosshair follows along the corresponding object on the map.

You can also right-click a linear object or route on the map and click **Profile**. For more information about profiles, see the Help topics under *Profiling Linear Objects*.

To Measure Distance

Use the following steps to measure linear distances and perimeter/area on the map. For more information, see Measuring Distance and Area.

1. Click the **Measure** tool on the toolbar.
2. Click point-by-point to draw a measurement line on the map. A text box displays next to your pointer indicating the total distance of the measurement taken.
   Note When you pass over a point in a road, measurement line, or measurement area to which you can snap, a yellow circle defines the snap point. Click to snap the point of the measure line to the road or measurement object's point coordinate. Press and hold the ALT key on your keyboard to disable snapping.
3. To end a measurement line, double-click the last point of the measurement line. The measure line displays as a two-pixel wide yellow line and the total length of the line displays in a label at each endpoint of the line.

4. To end a measure area, hover over the starting point until the yellow snap circle displays and then double-click the last point to the starting point. The perimeter measurements display.

To Get Information About a Location

Use the **Information** button on the toolbar to click a point, symbol, feature, measurement line, track, or area on the map to identify it and view detailed information about it.

Use the following steps to get information about a particular map feature.

1. Click the **Information** button.
2. Click the map feature you want information for, such as a road, town, measurement line, waypoint, track, draw symbol, or point of interest. The Info tab opens and displays a list of information categories.
   Note Descriptive information may include a name or feature type, length/area, ZIP/Postal Code, town name, county name, state/province, coordinates, and Standard Industrial Classification categories.
3. Click the plus sign next to each of the information categories to expand the category to view more detailed information.
   OR
   Right-click in the information box and click **Expand All** to expand all of the information categories. Right-click in the information box again and click **Collapse All** to minimize all of the information categories.
4. Optional. Repeat steps 1–3 to get information about another location.
5. Optional. Right-click in the information box and click **Print** to print your map feature information.

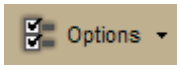
Notes

- You can also get information about a location using the right-click option. Just right-click the location and click **Info**.
- The status bar (located above the tab area) displays draw object type, draw file information, point of interest name (if applicable), street name/address, highway, city, state/province, and ZIP/Postal Code information for the map location that your cursor is positioned on.
- Some map features (such as campgrounds, national scenic/historic trail information centers, and state parks) display with a blue outline at higher data zoom levels. The blue outline indicates that the feature has a hyperlink to its website. To open the hyperlink, right-click the feature and then click **Open Hyperlink** OR click the URL in the Info tab.

To Choose Options

To open the Options dialog box, click the **Options** button

on the toolbar. Use the Options dialog box to set GPS, voice, display, map feature, handheld, 3-D, and keyboard shortcut preferences. An Options button that opens the Options dialog box is also available on the 3-D, Handheld Export, and GPS tabs.

To open the Options menu, click the arrow next to the **Options** button 

on the toolbar. The following menu options are available:

- **Options**—Opens the Options dialog box.

- **Tab Manager**—Opens the Tab Manager dialog box where you can show or hide individual tabs and reorder tabs.
- **UMPC Mode**—Allows you to turn the default UMPC view on or off. If UMPC mode is turned on, the check box next to it is selected. Click **UMPC Mode** to turn it on or off. For more information, see Using Small-screen Devices. **Note** This option is available only if you selected to optimize the application for a UMPC during installation.

You can also customize your interface:

- **Show Tab Area Panel**—Allows you to show or hide all the tabs. If Show All Tabs is turned on, the check box next to it is selected. Click **Show Tab Area Panel** to show or hide the tab area.
- **Show Control Panel**—Allows you to show or hide the Control Panel. If Show Control Panel is turned on, the check box next to it is selected. Click **Show Control Panel** to show or hide it.

To Add Images and Data to a GPS Location

To open the GeoTagger Wizard, where you can combine images and data with GPS information on the map, click the **GeoTagger** button on the toolbar. For more information, see Getting Started with GeoTagger.

Customizing the Map and Tab Display

Display Options Overview

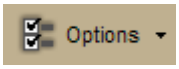
The following topics explain how to use the Display options in the Options dialog box:

- Displaying Basic Map Features
- Customizing the Interface
- Customizing the Map Features Preferences
- Changing the Map Colors
- Changing the Map Magnification Level
- Changing the Contour Detail Preferences
- Changing How POIs Display on the Map
- Setting Units of Measure Preferences

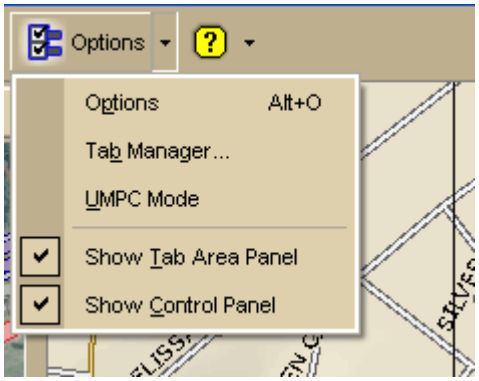
Customizing the Interface

You can customize the interface for your application by hiding the tab panel area and the Control Panel. If you optimized your installation for use with an Ultra Mobile PC, you can turn UMPC Mode on or off.

To Customize the Interface

1. Click the arrow next to the **Options** button 

on the toolbar.
2. To turn on an option when it is not selected, click it to select the check box.
   OR
   To turn off an option when it is selected, click it to clear the check box.



- Use **Tab Manager** to show or hide individual tabs or reorder tabs.
- Use **Show Tab Area Panel** to show or hide the entire tab area.
- Use **Show Control Panel** to show or hide the Control Panel.
- If you optimized your program for use with an Ultra Mobile PC during installation, use **UMPC Mode** to turn the optimized UMPC view on or off. For more information, see Using UMPC and Small-screen Devices.

Notes

- You can also use keyboard shortcuts to hide and show the tab area panel and Control Panel and, if you installed the UMPC option, to optimize the interface for small-screen devices.

- Your settings are saved until you change them.
- Clicking Options opens the Options dialog box.

Displaying Basic Map Features

You can show or hide basic map features on your map.

You can also customize map features and customize the interface.

Notes

- If you cannot make changes to the basic preference check boxes, verify the **Use Custom Map Features** check box is not selected.
- Click **Use Defaults** to change the map feature settings to the default preferences.
- The map features available are based on the Map Colors option you are using.

To Select Basic Map Feature Preferences

Use the following steps to change the basic map feature preferences. Changes made to the map view display almost immediately after selection.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Map Features** tab.
3. Select the check box next to the map features you want to display on the map.
   OR
   Clear the check box next to the map features you want to hide on the map.
   - **Shaded Relief**—Shaded relief becomes visible at data zoom level 6-0 or greater. It simulates the effect of sun shining on terrain features and casting shadows, providing greater depth perception of the image. Lighter shades of gray indicate gentle terrain and darker shades indicate steep terrain. Using shaded relief may slow down the draw time of the map screen as you pan.
   - **Contours**—Contour lines are available at data zoom level 6-0 or greater. Contour lines show the elevation of the land in feet or meters. The closer the contour lines, the greater the slope. The distance between the lines is the contour interval, which is indicated in the Control Panel (distance units are controlled in the Options dialog box).
   - **Land Cover**—Land cover colors are available at all data zoom levels. Colors indicate vegetation and land cover areas on the map such as rock and sand, forests, transitional areas, and wetlands.
   - **Grids**—The Grids option can be used to identify coordinate points on the map. Grid lines automatically adjust for the data zoom level of your map.
   - **Parks or Reserves—**Parks and Reserves are available at data zoom level 7-0 or greater and include areas such as parks, preserves, recreational area and public forests.
   - **Publicly Managed Lands—**Publicly Managed Lands are only available when the Bureau of Land Management (BLM) dataset is downloaded

and installed. The feature includes areas such as lands managed through the Bureau of Land Management and displays at all data zoom levels.

- **Game Management Districts**—Wildlife Management Units are only available when the Wildlife Management Units (WMU) dataset is downloaded and installed. The feature includes areas of managed wildlife and game and displays at data zoom level 6-0 or greater.
- **USGS Quadrangle Coverage**—The USGS 7.5 minute quadrangle coverage is indicated by red lines. These display at data zoom level 8-0 or greater. Quadrangle names display at data zoom level 9-0 and higher. To view quad info such as Orig Date and Quad Order ID number (needed when purchasing quads), right-click a point within the quad and then click Info. An information box displays in the lower-right corner of the screen.
- **3DTQ Region Coverage—**Displays the DeLorme 3DTQ product CD volume label, which covers each map area at data zoom level 10-0 or greater.
- **Map Center Crosshair**—The map center crosshair indicates the map center at any data zoom level.
- **Exits**—View exits on primary limited access roads, interstates, and toll roads. Available at data zoom level 10-0 or greater.
- **One Ways**—One ways display as bright green triangles on roads, pointing toward the direction of travel (most noticeable in large cities). They are available at data zoom level 13-0 or greater.
- **Places (Minor)**—View smaller towns, suburbs, locales, and natural features. Zoom levels vary.
- **Roads (Minor)**—View secondary roads, local and rural routes, trails, and railroads. Zoom levels vary.
- **Points of Interest**
    - **Major**—View many different points of interest, including recreational areas, public safety, rest areas, and more.
    - **Minor—**View general points of interest including educational, technology, government, and religious buildings/locations.
    - **Business (Major)**—View many different travel-related points of interest including hospitals, camping, restaurants, and more.
    - **Business (Minor)**—View general points of interest including small shops and food stores, laundromats, and golfing.
- **ZIP-Postal Codes**—ZIP/Postal Code boundaries display at data zoom level 8-0 and greater, with ZIP/Postal Code labels displaying at data zoom level 10-0 and greater.
- **Town Borders**—View town borders at data zoom level 10-0 and greater for the following states:

Arkansas	Louisiana	Mississippi	North Carolina	Vermont
Connecticut	Maine	Missouri	North Dakota	Virginia
Illinois	Maryland	Nebraska	Ohio	Washington DC
Indiana	Massachusetts	New Hampshire	Pennsylvania	West Virginia
Iowa	Michigan	New		

Kansas	Minnesota	Jersey New York	Rhode Island South Dakota	Wisconsin

- **County Borders**—View shaded outlines of U.S. counties at data zoom levels 7-0 or greater.
- **International Labels**—View country labels at data zoom levels 1-0 through 4-0.
- **Urban Area Color**—Displays a shaded map area in populated regions at data zoom levels 5-0.

4. Click **OK** to commit the change and exit the Options dialog box.
   OR
   Click **Apply** to commit the change and keep working in the Options dialog box.

Customizing the Map Feature Preferences

You can change the display of a wide variety of map features so you can customize your map to meet your specific needs. You can even customize which POIs display.

To Set Custom Map Features

This is an advanced feature that lets you create a specific, custom set of map features for your map display from hundreds of options. Note that changes are not visible until you click the **Done** button.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Map Features** tab.
3. Select the **Use Custom Map Features** check box and then click **Customize Features** to display the custom options.
   Note Custom map feature selections override selections in the basic features list.
4. To quickly search for a particular type of feature, type the name of the item in the **Search** text box.
   A list of matching keywords displays and corresponding feature types are listed in the **Search Results** window. Results for the number of keywords and types found also display.

A selected check box indicates the feature displays on the map.

- Select/clear the individual feature check box to show or hide that feature.
- Click the small **None** button to the right of the **Search Results** window to show none of the features listed.
- Click the small **All** button to the right of the **Search Results** window to display all of the features listed.
- Click **Only** to display only those features listed in the **Search Results** window.

- Click **Exclude** to display all features except those listed in the **Search Results** window.

5. To use the map feature tree to select which POIs display on the map, click the plus signs to expand the individual branches. A selected check box indicates the feature type displays on the map.
   Note Some branches expand further than others. Selecting/clearing a check box at a certain branch of the tree shows/hides all the items below that level.
   - Select/clear the individual map feature check box to show or hide that feature.
   - Click **All** to select all map features in the program.
   - Click **None** to select none of the types in the program.
     Note A small number of features cannot be turned off. They are part of the base map display and cannot be changed. This is why certain levels on the tree remain unavailable (appear dimmed or gray).
6. Click **OK** to accept the change and exit the Options dialog box.
   OR
   Click **Apply** to accept the change and keep working in the Options dialog box.

Notes

- When you save the current project, the following feature preferences are saved in reference to map features:
  - Major map features preferences
  - Individual custom feature preferences
- When you create a new project, the current map settings are used. Click **Use Defaults** to return to the default settings.

Changing the Map Colors

When you use a laptop computer while traveling, it can be difficult to see the map display on your screen. This can be especially true at night or on a bright sunny day. Changing your default map colors to high-contrast map colors can make your map display easier to see.

To Change the Map Colors

Use the following steps to change the map display.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Display** tab.
3. From the **Map Colors** drop-down list, select **High-Contrast Colors** to make the map display darker for improved in-vehicle visibility, **Street Colors** to emphasize streets and highways on the map, or **Topo Colors** to emphasize contours, parks and public lands, land cover, and so on.
4. Click **OK** to accept the change and exit the Options dialog box.
   OR
   Click **Apply** to accept the change and keep working in the Options dialog box.

Showing Hybrid Maps

Raster data, such as aerial and satellite data, is image-based and does not provide typical map information, such as street names, route numbers, and so on. The Hybrid Map feature in the left map window lets you overlay this type of map information onto raster data.
Note You cannot create a route in the left map window. Once you create a route in the right map window, the route line displays in the left map window.

To Show Roads and Text Labels on Imagery

Use the following steps to show roads, road names and numbers, names of bodies of water and more on imagery in the left map window.

1. Ensure the left map window is displaying and your raster data, such as **Satellite Imagery (Sat 10)** or **Aerial Imagery (DOQQ)**,is displayed.
2. At the top of the left map window, select the raster dataset from the data drop-down list.
3. Click the **Hybrid Map** button. All roads, contours, points, text labels, and so on display identically to the data that is displayed in the right map window.
   Note The Hybrid Map button is unavailable for vector dataset types.

Changing the Map Magnification Level

If you want to change the size of the map image, but not change the degree of geographic detail on the map, use the magnification settings in the Options dialog box.

To Change the Map Magnification

Use the following steps to change the map magnification.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Display** tab.
3. Select a magnification percentage (**50%**, **75%**, **100%**, **125%**, **150%**, **175%**, or **200%**) from the **Magnification** drop-down list.
   Note Although the size of the image changes, the degree of geographic detail does not.
4. Click **OK** to accept the change and exit the Options dialog box.
   OR
   Click **Apply** to accept the change and keep working in the Options dialog box.

Changing the Contour Details Preferences

Contour detail preferences affect how contours display on the map.

To Set the Contour Detail Preferences

Use the following steps to change the contour preferences.

1. Click the **Options** button on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Display** tab.
3. Under **Appearance**, select the contour detail from the **Contours** drop-down list.
   - **Normal Detail**—Uses the default values for displaying contours and labels.
   - **High Detail**—Approximately doubles the default values for displaying contours and labels.
   - **Low Detail**—Approximately halves the default values for displaying contours and labels.
4. Click **OK** to accept the change and exit the Options dialog box.
   OR
   Click **Apply** to accept the change and keep working in the Options dialog box.

Changing How POIs Display on the Map

You can change the data zoom level at which large POI symbols display on the map.

To Change the Data Zoom Level for Large POI Symbols

Use the following steps to change the data zoom level at which large POI symbols are displayed on the map.

1. Click the **Options** button on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Display** tab.
3. Select the data zoom level from the **Large Symbols At** drop-down list.
4. Click **OK** to accept the change and exit the Options dialog box.
   OR
   Click **Apply** to accept the change and keep working in the Options dialog box.

Notes

- The appearance of a POI many change at different data zoom levels.
- The number of points of interest that displays is dependent on the basic map features you selected on the Map Features tab in the Options dialog box. For more information, see Displaying Basic Map Features.

This table shows the actions that may happen if you display major and minor POIs.

If you view large symbols at data zoom level...	You will see the following information at data zoom level 13-0	You will see the following information at data zoom level 14-0	You will see the following information at data zoom level 15-0	You will see the following information at data zoom level 16-0	You will see the following information at data zoom level 17-0
14	names and small square symbols	name of the POI and the large symbol	name of the POI and the large symbol	name of the POI and the large symbol	name of the POI and the large symbol
15	small squares only	name of the POI and a small square symbol	name of the POI and the large symbol	name of the POI and the large symbol	name of the POI and the large symbol
16	N/A	small square symbols only	name of the POI and a small square symbol	name of the POI and the large symbol	name of the POI and the large symbol
17	N/A	small square symbols and some names of POIs	name of the POI and a small square symbol	name of the POI and a small square symbol	name of the POI and the large symbol

Setting Units of Measure Preferences

You can change the units of measure used to represent how coordinate formats, distance, datum, and bearing listings display. Changing these preferences affects how units of measure display in several areas of the program: such as on the map and in the Control Panel.

As you change your unit of measure preferences, a description of each choice displays in the information box (in the center of the Options dialog box) immediately after you select it.

To Change the Coordinate Preferences

Changing the coordinate preferences affects the:

- Coordinates display on the Control Panel.
- Coordinate MapNotes.
- Grid label display, if Grids are selected in Map Features.
- Any other place where coordinates display or print.

Use the following steps to change how coordinate measurement units display.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Display** tab.
3. Select the coordinate display format from the **Coordinates** drop-down list.
   - Degrees
   - Degrees, Minutes
   - Deg, Min, Sec
   - UTM/UPS (Universal Transverse Mercator/Universal Polar Stereographic)
   - MGRS (Military Grid Reference System)
   - USNG (United States National Grid)
   - SPCS (State Plane Coordinate System)
     Note When you select SPCS, an additional drop-down box displays for Zone. Select the zone from the list.
4. Select the datum from the **Datum** drop-down list.
   - WGS84 (World Geodetic System of 1984)
   - NAD27 (North American Datum of 1927), which also includes OOH (Old Hawaiian) Datum when in Hawaii
   - NAD83 (North American Datum of 1983)
5. Click **OK** to commit the change and exit the Options dialog box.
   OR
   Click **Apply** to commit the change and keep working in the Options dialog box.

Notes

- UTM/UPS and MGRS coordinate systems are best used with NAD27 datum. 95% of the USGS quads containing UTM grid lines uses the NAD27 datum, which is helpful if you are comparing a map generated from your mapping application to a USGS map.
- If the USNG coordinate system is not matched with NAD83 datum, a warning message displays (unless you selected the Do Not Show This Message Again option).
- If the UTM/UPS or MGRS coordinate system is mismatched to WGS84 datum, a warning message displays (unless you selected the Do Not Show This Message Again option).
- The State Plane Coordinate System originally used NAD27 datum and was measured in statute miles. Some states have updated their systems to WGS84 datum and/or kilometers. If you are working with a site map, verify the datum, distance measures, and zone used and match them in your application.

To Change the Distance Preferences

Distance preferences affect how distance and areas display throughout the program. Use the following steps to change the measurement units for distance and area.

1. Click the **Options** button on the toolbar and then click **Options**.
2. Click the **Display** tab.
3. Select the measurement from the **Measurements** drop-down list.
    - Statute Miles (statute feet are used for small distances)
    - Kilometers (meters are used for small distances)
    - Nautical Miles/Feet (statute feet are used for small distances)
    - Nautical Miles/Meters (meters are used for small distances)
4. Click **OK** to commit the change and exit the Options dialog box.
   OR
   Click **Apply** to commit the change and keep working in the Options dialog box.

To Change the Bearing Preferences

Bearing listings are created as the result of creating route directions in the Route tab or from an Advanced (Distance From) search in the Find tab. Bearing refers to the compass direction of a given object measured clockwise in degrees (for example, 30°) or nearest compass point (for example, NNE) and indicated from True North or Magnetic North.

Notes:

- Magnetic declination is the difference in degrees between True North and Magnetic North at a specific location.
- The bearing setting does not affect map appearance.

Use the following steps to change the bearing.

1. Click the **Options** button on the toolbar and then click **Options**.
2. Click the **Display** tab.
3. Select the bearing from the **Bearing** drop-down list.
    - True North—The direction to the north pole. This is the default setting.
    - Magnetic North—The direction that a compass needle points.
4. Click **OK** to commit the change and exit the Options dialog box.
   OR
   Click **Apply** to commit the change and keep working in the Options dialog box.

Resizing the Map and Tab Areas

You can horizontally and vertically resize the primary (right) map, secondary (left) map, tab area, and overview map with the map and tab area resize tools.

Notes

- The tab and overview map window size does not change when you choose another tab.
- Some tab areas that provide search results automatically resize depending on the number of results.
- You can also hide the tab area panel.

To Resize the Map and Tab Area Using the Drag Method

Use the drag method to horizontally or vertically resize these areas.

1. Point to the frame area between the tab and overview map windows. The pointer becomes a .
   OR
   Point to the horizontal edge of the tab/main map window. The pointer becomes a .
2. Drag to resize.
3. To cancel the resize while dragging, press the ESC key on your keyboard. The size just prior to this resize is restored.

To Resize the Map Area Using the Resize Tools

The map resize tool runs perpendicular to the tab area. If the secondary and primary maps are both displaying, the resize tool is the bar that separates them. When the bar is moved all the way to the left of the map, only the primary map displays. When the bar is moved all the way to the right of the map, only the secondary map displays.

There are several methods you can use to resize the map area:

- Drag the bar left to expose the area of the primary map you want to see.
- Drag the bar right to expose the area of the secondary map you want to see.
- Click the right arrow on the resize tool once to move the secondary map 1/4 of the screen width. You can repeat this step until the primary map is no longer visible.
- Click the left arrow on the resize tool once to move the primary map 1/4 of the screen width. You can repeat this step until the secondary map is no longer visible.
- Double-click the bar above the right arrow to show only the secondary map.
- Double-click the bar below the left arrow to show only the primary map.
- Double-click the bar between the right and left arrows to display an equal percentage of both the secondary and primary maps.

To Resize the Tab and Map Area Using the Resize Tools

There are two tab area resize tools. The horizontal resize tool is located above the tab area and lets you adjust the height of the tab area. The vertical resize tool is located between the tab area and the overview map lets you resize the width of the tab area.

Using the Horizontal Resize Tool

- Drag the horizontal bar up/down to expose the tab area you want to see.
- Click the up arrow on the horizontal resize tool once to incrementally increase the tab height. You can repeat this step until the top of the tab area is flush with the bottom of the compass rose in the control panel.

- Click the down arrow on the horizontal resize tool once to incrementally decrease the tab height. You can repeat this step until only the tab names display.
- Double-click the bar to the right of the up arrow to expand the tab height to its maximum percentage (if the tab height is at the default mode or higher).
  Note If the tab area is below the default mode, double-click the bar to return the tab height to its default percentage.
- Double-click the bar to the left of the down arrow to decrease the tab height to its minimum percentage (if the tab height is at the default mode).
  Note If the tab area is above the default mode, double-click the bar to return the tab height to its default percentage.
- Double-click the bar between the up and down arrows to return the tab height to its default view.

Using the Vertical Resize Tool

- Drag the vertical bar left to expose the area of the overview map you want to see.
- Drag the vertical bar right to expose the tab area you want to see.
- Click the right arrow on the vertical resize tool once to incrementally increase the tab width. You can repeat this stop until the overview map is no longer exposed.
- Click the left arrow on the vertical resize tool once to incrementally increase the width of the overview map. You can repeat this step until the tab area is no longer exposed.
- Double-click the bar above the right arrow to show only the tab area.
- Double-click the bar below the left arrow to show only the overview map.
- Double-click the bar between the right and left arrows to return the tab and overview maps to their default views.

Viewing Two Maps at the Same Time

The split-window lets you view two maps at the same time.

You can access the left map using the map resize tool that runs perpendicular to the tab area. If the left and right maps are both displaying, the resize tool will be the bar that separates them. When the bar is moved all the way to the left of the map, only the right map will display. When the bar is moved all the way to the right of the map, only the left map will display. For more information on using the map resize tool, see Resizing the Map and Tab Areas.

Accessing Data Collections

When the left map window is activated, a bar displays on the top of the left map (see graphic below). This bar displays two drop-down lists: one for swapping data and one for changing the map from 2-D to 3-D and vice versa. You can also use the Hybrid Map option to show roads on raster data and use zoom tools that work specifically with the left map window. All of the Topo USA-compatible data collections that you saved to your hard disk drive are available from the data drop-down list.

Note For more information about saving data to your hard disk drive, see Saving Data to Your Hard Drive.

Note The graphic above displays Color Aerial Imagery, available separately from DeLorme.

Additional Facts About Split-Window Functionality

The maps interact as follows:

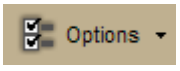
- If you are viewing both the right and left maps at different data zoom levels, a box (or lines, depending on the current data zoom level) displays on the map that is zoomed out the furthest. The box/lines indicate the area that is in view on the opposite map.
- If you are viewing the right and left maps at the same data zoom level but they are not equally represented on the screen (50/50), a box (or lines) displays on the map that is covering the larger amount of screen area. The box/lines indicate the area that is in view on the opposite map.
- Both windows are centered on the same coordinate position. Panning or rotating in one map causes the same action on both maps.
- The left map window has its own zoom level controls. You can change the zoom level of the left map without affecting the zoom level in the right map window. However, after you adjust the zoom level in the left map window, the zoom tools on the Control Panel incrementally adjust the map. For example, if the left map is at zoom level 6-0 and the right map at zoom level 8-0, and you click the Zoom Out 1 tool, the left map displays at zoom level 5-0 and the right map at 7-0.
- The overview map in the tab area is always associated with the right map window.
- Other tab functionality may be affected by use of the split-screen function, as follows:
  - **Draw**—The line and polygon draw tools work in either map window. The Select tool highlights the same draw object on both maps and you can then manipulate both objects at the same time. Draw files are created for both windows in the same project.
  - **Route**—You can create routes only in the right window; routes display in both windows.
  - **GPS**—You can log with GPS in the right map window; log playback displays in both windows.
  - **3-D**—The 3-D map always displays in the left map window.

Showing or Hiding Tabs

The Tab Manager feature allows you to customize your program by showing or hiding individual tabs. You can access Tab Manager:

- During installation
- After installation using the Tab Manager option in the Options menu
- From the Start menu

Notes

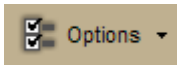
- If you use Tab Manager while the program is open, you must exit and restart the program to view the tab changes.
- To show or hide the entire tab area panel, click the arrow next to the **Options** button 

on the toolbar. If the tab area is showing and you want to hide it, click **Show Tab Area Panel** to clear the check box next to it. If the

tab area is hidden and you want to show it, click **Show Tab Area Panel** to select the check box.

To Show Individual Tabs

Use the following steps to show tabs using Tab Manager.

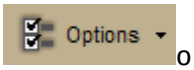
1. Open Topo USA, click the arrow next to the **Options** button 

on the toolbar, and select **Tab Manager** from the menu.
OR
From the **Start** menu, point to **Programs> DeLorme>Topo...>Tools**, and then click **Tab Manager**.
2. Select the check box next to each tab you want to display in the program.
Note Click **Default** to show all the tabs in the program in the default order.
3. Click **OK**.
4. Exit Topo USA.
5. Open Topo USA.

To Hide Individual Tabs

Hiding tabs may significantly increase the startup speed of Topo USA.

Use the following steps to hide tabs using Tab Manager.

1. Open Topo USA, click the arrow next to the **Options** button 

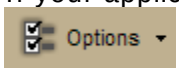
on the toolbar, and select **Tab Manager** from the menu.
OR
From the **Start** menu, point to **Programs> DeLorme>Topo...>Tools**, and then click **Tab Manager**.
2. Clear the check box next to each tab you want to hide in the program.
OR
Click **Minimum**. Only the required tabs will display in the program.
Note Find, Map Files, Info, and NetLink are required tabs and cannot be hidden.
3. Click **OK**.
4. Exit Topo USA.
5. Open Topo USA.

Importing/Exporting Tab Manager Preferences

Tab Manager includes a feature that allows you to share your custom tab manager preferences with other Topo USA users.

To Import Tab Manager Preferences

Use the following steps to import another user's Tab Manager preferences.

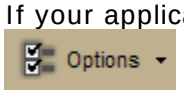
1. If your application is open, click the arrow next to the **Options** button 

on the toolbar and click **Tab Manager**.
OR
From the **Start** menu, point to **Programs > DeLorme > Topo... > Tools** and then click **Tab Manager**.

2. Click **File** and then click **Import**.
   The Import Tab Configuration dialog box opens.
3. Browse to the location of the configuration (preferences) file, select it, and then click **Open**.
   Tab Manager displays with the preferences saved in the imported configuration file.
4. Click **OK** to close Tab Manager.
5. Exit your application.
6. Open your application.

To Export Tab Manager Preferences

Use the following steps to export your Tab Manager preferences as a configuration file.

1. If your application is open, click the arrow next to the **Options** button 

   on the toolbar and click **Tab Manager**.
   OR
   From the **Start** menu, point to **Programs > DeLorme > Topo... > Tools**, and then click **Tab Manager**.
2. Click **File** and then click **Export**.
   The Export Tab Configuration dialog box opens.
3. Type a name for the configuration (preferences) file in the **File Name** text box and then click **Save**. Configuration files are saved by default in *C:\DeLorme Docs\Configuration*.
4. Click **OK** to close Tab Manager.

Reordering the Tabs

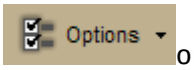
Use the Tab Manager feature to customize your program by reordering tabs. You can access Tab Manager:

- During installation
- After installation using the Tab Manager option in the Options menu
- From your computer's Start menu

Note If you use Tab Manager to make changes while the program is open, you must exit and restart the program to view the tab changes.

To Reorder the Tabs

Use the following steps to reorder the tabs with Tab Manager.

1. Open Topo USA, click the arrow next to the **Options** button 

   on the toolbar and click **Tab Manager**.
   OR
   From the **Start** menu, point to **Programs> DeLorme>Topo...>Tools**, and then click **Tab Manager**.
2. Click the tab you want to reorder to highlight it.
3. Click the up arrow or the down arrow to move the tab to the new position.

4. Repeat steps 2 and 3 for each tab you want to reorder.
5. Optional. Click **Default** to cancel the reordering process and use the default tab order (showing all available tabs).
6. Click **OK**.
7. Exit Topo USA..
8. Open Topo USA..

Using Keyboard Shortcuts

Selecting a Keyboard Shortcut Scheme

Your application comes with the following DeLorme keyboard shortcut schemes:

- 3-D Navigation
- Desktop Mapping
- In-vehicle Navigation

You cannot edit DeLorme schemes, but you can create custom schemes that you can edit. You can create as many additional custom schemes as you need.

To Select a Keyboard Shortcut Scheme

Use the following steps to select a keyboard shortcut scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select a scheme from the **Scheme** drop-down list.
4. Click **Apply** to activate the selected scheme.

Creating a New Custom Scheme

You can create a custom keyboard shortcut scheme for different program uses.

To Create a Custom Scheme

Use the following steps to create a custom scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Click **File** and then click **New**.
   The Scheme drop-down list is completed with Custom Scheme# (where # indicates the incremental number for the number of custom scheme files you have created).
   Note If you want to rename the new scheme file, click **File**, click **Rename**, and then type a new name in the **Scheme** text box. Press the ENTER key on your keyboard when finished. The new name displays.
4. Assign keyboard shortcuts for the commands that are listed.

Assigning Keyboard Shortcuts in a Custom Scheme

There are three DeLorme keyboard shortcut schemes that you cannot edit; however, you can create a custom scheme that you can edit with Keyboard Shortcuts tab in the Options dialog box.

To Assign Keyboard Shortcuts in a Custom Scheme

Use the following steps to edit a custom scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select a custom scheme from the **Scheme** drop-down list.
   Note You cannot edit DeLorme schemes.
4. Select the **List** option.
5. From the **Commands** drop-down list, select the command grouping to which you want to assign shortcuts. If you want assign shortcuts to several groupings, select **All Commands**.
6. Click to select the command to which you want to assign a shortcut.
7. Click inside the **Customize Shortcut** text box.
8. Press the shortcut key combination on your keyboard that you want to assign for that command.
9. Click **Assign**. The shortcut for that command changes to the combination you assigned and displays as "pending."
10. Repeat the steps for each command you want to assign.
11. Click **Apply** to save the changes.
    OR
    Click **OK** to save the changes and close the Options dialog box.
    OR
    Click **Cancel** to cancel your pending changes and close the Options dialog box.

Notes

- To sort the command list view, click a heading (**Group**, **Command**, or **Shortcut**).
- You cannot change the following keyboard shortcut combinations:
  - ALT+F4 (Close Window)
  - F1 (Help)
  - ALT+F1 (Help Menu)
  - SHIFT+F10 (Context Menu)
  - CTRL+C (Copy)
  - CTRL+V (Paste)
  - CTRL+X (Cut)
  - CTRL+Y (Redo)
  - CTRL+Z (Undo)
  - ALT+M (Set Focus on Map)
- You cannot use the following keys when assigning shortcuts:
  - Windows Key
  - Application Key
  - Print Screen

- Scroll Lock
- Sleep
- Pause/Break
- Enter
- Caps Lock
- Num Lock
- Spacebar
- Insert
- Backspace
- Multi-media Keys

- You cannot assign a letter or number on its own. For example, you cannot assign a keyboard shortcut with the number **3**; you must use a modifier (such as CTRL or ALT) with letters and numbers.

Customizing a DeLorme Scheme

You cannot edit DeLorme schemes; however, you can create a copy of a DeLorme scheme that you can modify to fit your needs.

To Customize a DeLorme Scheme

Use the following steps to customize a DeLorme scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select the DeLorme scheme you want to copy from the **Scheme** drop-down list.
4. Click **File** and then click **Copy**.
   The active scheme changes to Copy of Desktop Mapping#, Copy of In-vehicle Navigation#, Copy of 3-D Navigation#, etc. (depending on the DeLorme scheme you chose to copy).
5. Assign keyboard shortcuts for the copied scheme.
6. Optional. Rename the scheme.

Renaming a Custom Scheme

Custom schemes can be renamed to whatever name you choose. You cannot rename DeLorme schemes.

To Rename a Custom Scheme

Use the following steps to rename a custom scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.

2. Click the **Keyboard Shortcuts** tab.
3. Select the custom scheme you want to rename from the **Scheme** drop-down list.
4. Click **File** and then click **Rename**.
   The Scheme text box becomes active.
5. Type the name in the Scheme text box.
6. Click **Apply**. The new name displays.
   OR
   Press the ENTER key on your keyboard. The new name displays.
   OR
   Press the ESC key on your keyboard to keep the old name.

Deleting a Custom Scheme

Once you have created a custom scheme, you can delete it at any time. You cannot delete DeLorme schemes.

To Delete a Custom Scheme

Use the following steps to delete a custom keyboard shortcut scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select the custom scheme you want to delete from the **Scheme** drop-down list.
4. Click **File** and then click **Delete**.
5. Click **Yes** when asked if you are sure you want to delete the scheme.

Importing a Custom Scheme

You can share their keyboard shortcut schemes with other DeLorme users.

To Import a Custom Scheme

Use the following steps to import a custom scheme.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Click **File** and then click **Import**.
   The Import Scheme File dialog box opens.
4. Browse to the location where you saved the .keyscheme file, select it, and then click **Open**.
   The imported file is now your active scheme.

Exporting a Custom Scheme

You can share their keyboard shortcut schemes with other DeLorme users.

To Export a Custom Scheme

Use the following steps to export a custom scheme.

1. Click the **Options** button

on the toolbar.
OR
Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select the scheme you want to export from the **Scheme** drop-down list.
4. Click **File** and then click **Export**.
The Export Scheme File dialog box opens.
5. Type a name in the **File Name** text box, browse to the location where you want to save the .keyscheme file, and then click **Save**.

Searching For Commands

The Keyboard Shortcuts tab in the Options dialog box has a Search feature that lets you search for a specific command or command group.

Note You can sort the command list view at any time by clicking the heading you want to sort by (**Group**, **Command**, or **Shortcut**).

To Search For a Command or Command Group

Use the following steps to search for a command or command group.

1. Click the **Options** button

on the toolbar.
OR
Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Keyboard Shortcuts** tab.
3. Select the **Search** option.
4. In the **Commands** text box, begin typing the name of the command or command group you are searching for. As you type, the list box under the Commands text box displays word matches.

Viewing All of the Shortcut Keys for a Scheme

The Reference Card option in the Keyboard Shortcuts tab lets you view a complete list of all of the scheme's shortcut keys.

To View a List of Shortcut Keys

Use the following steps to view a list of shortcut keys for a scheme.

1. Click the **Options** button

on the toolbar.
OR

Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.

2. Click the **Keyboard Shortcuts** tab.
3. Select the scheme that contains the shortcut keys you want to view from the **Scheme** drop-down list.
4. Optional. To sort the list view, click the heading you want to sort by (**Group**, **Command**, or **Shortcut**).
5. Click **Reference Card**.
   The list displays in your default Web browser and is sorted by the same column you selected in step 3.
6. Optional. Print the list from your Web browser.

Tips for printing a reference card from your Web browser

- Use the Print Preview functionality in your Web browser to see if the list will display as you want it to. If you do not like the way the list looks in the preview (for example, the list prints without grid lines in the table or does not print in color), change the advanced print settings in your Web browser.
- If you want to remove the header and footer text from the printout, from the **File** menu, select **Page Setup**. Remove the text and the header and footer text boxes and then click **OK**.
- Changes made to the browser's advanced print settings and page setup affect the printing of all Web pages.

Viewing Map Data

Saving Data to Your Hard Drive

To Save Topo USA Data to Your Hard Drive

Use the following steps to save Topo USA data to your hard drive.

1. Close all programs on your computer.
2. Use your computer's Control Panel to locate the program and click **Change**.
   The Program Maintenance screen opens.
   OR
   Insert the Topo USA DVD into your DVD-ROM drive. Browse to the DVD drive on your computer and view the contents. Double-click **setup.exe**.
   The Program Maintenance screen opens.
3. Ensure **Modify** is selected and click **Next**.
4. Follow the on-screen instructions to complete installation.
5. When prompted, click **Finish.**

Connecting Data

Only connected, compatible data displays in Topo USA. You can improve performance by saving the data to your hard drive.

To Connect Data

Use the following steps to connect a dataset.

1. Click the **Map Files** tab.
2. Click **Add** and then click **Data Locations**.
   The Data Locations dialog box opens a list of the of the data sources on your system.
3. If the dataset you want to view displays in the list, ensure its check box is selected.
   AND/OR
   If the dataset you want to view does not display in the list, click **Add**, select the data folder where the dataset is located from the **Browse for Folder** dialog box, and click **OK**.
4. Click **Done** when finished.

Note To remove a data source from the Data Locations list, select the data source and click **Remove**.

Viewing Data

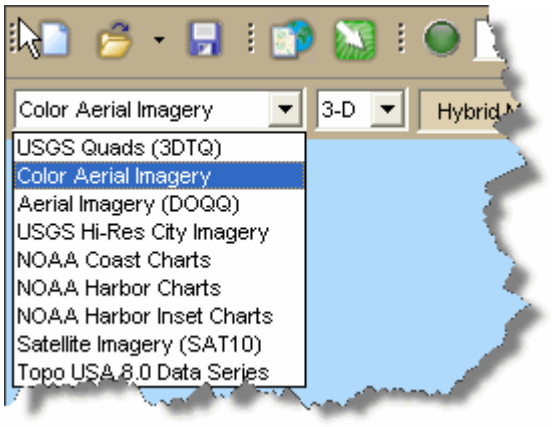
You can view two types of data at the same time using the split-window function and by connecting the data with the Data Locations option in the Map Files tab. The following data types are compatible with Topo USA:

- Topo USA data
- Aerial Imagery (DOQQ)
- Color Aerial Imagery
- Satellite Imagery (Sat 10)
- USGS Quads (3DTQ)

- NOAA nautical charts

The only data types that you can view in the right map window are Topo USA data and 3-D TopoQuads data. To view 3-D TopoQuads data in the right map window, you must disable your Topo USA data connection and enable only the 3-D TopoQuads data connection.

The dataset that displays in the left map window is dependent on the selection made in the data drop-down list at the top of the left map window.



Creating, Editing, Deleting, and Saving Projects

Map Files Overview

You can save all of your work as a single project file so you can open it again later. You can create various map views and save each in a different project.

What is a Project?

A project consists of the map center coordinates, the current data zoom level, the current magnification, rotation, preferences, and links to routes or draw layers you have added to it.

As you create routes and draw layers, they are added to the current project. Projects are saved by default in *C:\DeLorme Docs\Projects.*

Each associated file is saved in its respective folder in *C:\DeLorme Docs*. For example, a draw layer is saved in *C:\DeLorme Docs\Draw.*

Can I Reuse Draw Layers and Routes in Other Projects?

After creating routes or adding your own roads, you may not want to do all of the work again in another project. You can share routes and draw layers between projects using the Add button in the Map Files tab.

Can I Send Routes or Draw Layers to Another DeLorme User?

Projects, including their routes and draw layers, can be packaged into one transfer file for convenience. The transfer file facilitates e-mailing, copying project information to other computers, and copying projects between DeLorme programs.

You can use MapShare to share maps, routes, or profiles with non-DeLorme users. For more information, see To Share Maps.

Creating and Deleting Projects

You can create various map views and save each in a different project.

To Create a New Project

Use the following steps to create a new project.

1. Click the **Map Files** tab.
2. Click **File** and then click **New**.
   OR
   Click the **New File** button on the toolbar.
3. Click the **Save** button on the toolbar. Projects have .tpx extensions and are saved by default in *C:\DeLorme Docs\Projects*.
   OR
   Click **File** and then click **Save As** to give the project a name other than the default.

Note You can also use the toolbar to create and save map files.

To Delete a Project

Use the following steps to delete a project.

1. Open a project.
2. From the Map Files tab, click **File**, point to **Current View**, and click **File Info**.
3. Browse to the file location on your computer specified under Directory in the Map Files tab area.
4. Select the file.
5. From your computer's **File** menu, select **Delete**.
6. Click **Yes** at the Delete File confirmation message.

Opening an Existing Project

You can create various map views and save each in a different project. You can view your projects by opening them one at a time.

To Open a Project

Use the following steps to open a project.

1. Click the **Map Files** tab.
2. Click **File** and then click **Open**.
   OR
   Click the **Open** button on the tab.
3. Double-click the project. The last saved map view for that project displays.
   OR
   Click the project to select it and then click **Open**. The last saved map view for that project displays.

You can also:

- Open a project by clicking the **Open** button on the toolbar.
- Open a project by dragging and dropping the project into Topo USA from Windows Explorer.
- View the most recently saved projects by clicking **File**, **Recent Files**, and then clicking the project you want to open on the Map Files tab.
- Click the arrow next to the toolbar button to open a menu. Then, click **Open Topo Project** to open the Open File dialog box OR click a recently saved project in the list.

Editing a Project

As you create new routes and draw objects, they are added to the current project. You can also pan and zoom the map as needed, and then save all these project changes.

To Add/Delete Files Contained in a Project

Use the following steps to add or delete specific files contained in a particular project in Topo USA using the Map Files tab.

1. Open a project.
2. Click **File**, click **Current View**, and then click **Contents** to view the contents of the project.
    - To add a file, click **Add** and then click **Draw Files** or **Route Files**. Then select the file you want to add to the current project.
      Note If a file is added to a project and then changed later, the file is updated in every project it has been added to.
    - To remove a route or draw file from a project, select that file and then click **Remove**.
      Note This process does not delete the file; it just removes it from the current project.
3. Click **File** and then click **Save**.
   OR

   Click the **Save** button . Projects have .tpx extensions and are saved by default in *C:\DeLorme Docs\Projects*.

Note Under the tree menu, you can use the check box next to each draw or route file to display or hide it in the current map view.

Saving a Project

Use the Map Files tab to save each of your projects quickly and easily using one of the following methods:

- Click **File** and then click **Save** or click the **Save** button .
    - If you have not saved the project before, the Save File dialog box opens. Type a file name in the **File Name** text box and click **Save**.
    - If you have saved the project before, the Save dialog box opens. All of the changes made to the current project display as a check list. Select the check box next to each change you want to save and clear the check box next to each change you do not want to save. Click **Yes** to save the selected changes, click **No** to save the file without the changes, or click **Cancel** to cancel the saving process.
- Click **File** and then click **Save As**.
  The Save File dialog box opens. Type a file name in the **File Name** text box and click **Save**.

You can also click the **Save** button on the toolbar.

Creating Transfer Files

A project and its contents can be packaged into a single file, called a transfer file, to facilitate e-mailing or copying.

You can create a transfer file with or without hyperlinked file attachments. When you create a transfer file with hyperlinked files, you have the option of saving the common directory structure of the hyperlinked files. Saving the directory structure of common files can be helpful when you are sharing and updating transfer files. **Note** Transfer files do not include map data.

To Create a Transfer File

Use the following steps to create a transfer file in Topo USA.

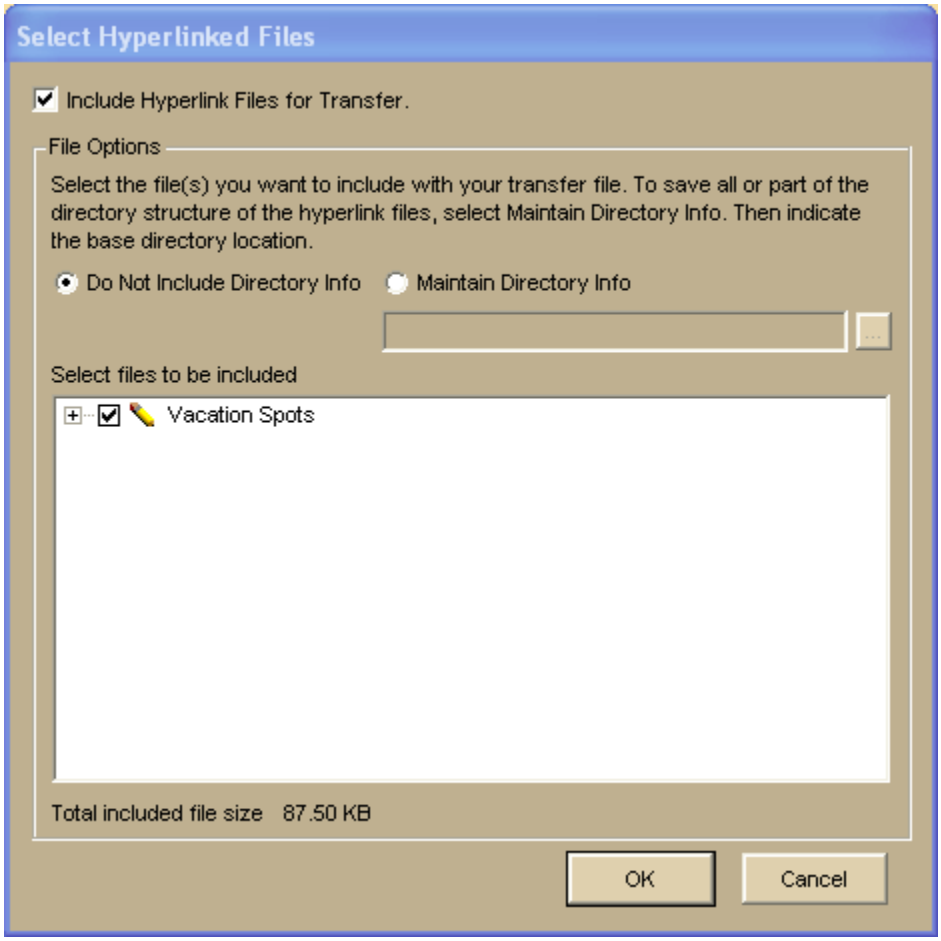
1. Click the **Map Files** tab.
2. Open the project you want to create as a transfer file.
3. Click **File**, click **Transfer**, and then click **Create**.
   The Create Transfer File dialog box opens.
4. In the **File Name** text box, type the file name.
   Transfer files have .dmt extensions and are saved by default in *C:\DeLorme Docs\Projects*.
5. Click **Create**.
   Your file is created and saved in the specified location.

To Maintain the Directory Structure When Creating a Transfer File with Hyperlinked Files

When you create a transfer file containing hyperlinked files, you can select to maintain part of the directory structure for files with at least a common drive location.

Use the following steps to create a transfer file with hyperlinked files.

1. Click the **Map Files** tab.
2. Open the project you want to create as a transfer file.
3. Click **File**, click **Transfer**, and then click **Create**.
   The Select Hyperlinked Files dialog box opens.


Select Hyperlinked Files
Include Hyperlink Files for Transfer.
File Options
Select the file(s) you want to include with your transfer file. To save all or part of the directory structure of the hyperlink files, select Maintain Directory Info. Then indicate the base directory location.
Do Not Include Directory Info
Maintain Directory Info
Select files to be included
Vacation Spots
Total included file size 87.50 KB
OK
Cancel

4. Verify the **Include Hyperlink Files for Transfer** check box is selected.
   If you do not want to include hyperlink files in your transfer file, clear this check box and go to step 8.
5. Under **File Options**, select **Maintain Directory Info** to save the directory structure of the hyperlinked files.
   If you do not want to include the directory information for the hyperlinked files in the transfer file, select **Do Not Include Directory Info** and go to step 7.
6. Type the common base directory location of the hyperlinked files (up to the folder location that you want to maintain) in the text box.
   OR
   Click the **Browse** button and browse to the common base directory location.
7. Under **Select Files to Be Included**, clear the check box next to each file you do not want to include in your transfer file.
8. Click **OK**.
   The Create Transfer File dialog box opens.
9. In the **File Name** text box, type the file name.
   Transfer files have .dmt extensions and are saved by default in *C:\DeLorme Docs\Projects*.

10. Click **Create**.
    Your file is created and saved in the specified location. The default location for imported transfer file attachments is *C:\DeLorme Docs\Transfer Files*.

Importing Transfer Files

You can package a project and its contents into a single file, called a transfer file, to facilitate e-mailing or copying. You can also import transfer files, allowing you to share your projects with other DeLorme users.

You can import a transfer file with or without attached hyperlink files. When you create a transfer file with hyperlinked files, you can choose to maintain the directory information of common files. By doing this, the recipient of the transfer file can keep a similar directory structure as the creator. This is helpful when a transfer file is shared and updated between users. **Note** Transfer files do not include map data.

To Import a Transfer File

Use the following steps to import a transfer file, including transfer files that have been e-mailed to you by other DeLorme users.

1. Click the **Map Files** tab.
2. Click **File**, click **Transfer**, and then click **Import**.
   The Import Transfer File dialog box opens. The default location is *C:\DeLorme Docs\Projects*. Browse to another location as needed. Transfer files have .dmt extensions.
3. Click a file to select it.
   The name displays in the File Name text box.
4. Click **Import** to finish the import process.
   The imported project opens and displays in the map view.

To Import a Transfer File with Hyperlinked Files

Use the following steps to import a transfer file that includes hyperlinked file attachments.

1. Click the **Map Files** tab.
2. Click **File**, click **Transfer**, and then click **Import**.
   The Import Transfer File dialog box opens. The default location is *C:\DeLorme Docs\Projects*. Browse to another location as needed. Transfer files have .dmt extensions.
3. Click a file to select it.
   The name displays in the File Name text box.
4. Click **Import**.
   The Browse for Folder dialog box opens.
5. Select the folder where you want to save the hyperlinked files.
   The default location is *C:\DeLorme Docs\Transfer Files*.
6. Click **OK**.
   The imported project opens and displays in the map view.

E-mailing a Transfer File

You can package a project and its contents into a single file, called a transfer file, to facilitate e-mailing or copying. **Note** Transfer files do not include map data.

To E-mail a Transfer File

This procedure creates an attachment file, but does not permanently save a file to *C:\DeLorme Docs\Projects*.

Use the following steps to e-mail a transfer file.

1. Click the **Map Files** tab.
2. Open the project you want to e-mail as a transfer file.
3. Click **File**, click **Transfer**, and then click **E-mail**.
   A transfer file is created and your computer's default operating system e-mail program opens with the transfer file included as an attachment.
4. Complete the e-mail in accordance with your e-mail system.

Finding a Location on the Map

Find Overview

There are four Find options you can use to search for and locate places and other map items.

- **QuickSearch**–Search for places, addresses, cities/towns, ZIP/Postal Codes, and coordinate positions. If the item you are looking for is not recognized, the Advanced tab displays automatically.
- **POIs**–Search for specific points of interest, such as hotels, restaurants, hospitals, department stores, etc. Search a specified distance from the current map center or along an active route.
- **GPS Radar**–Search for points of interest and waypoints within a designated distance from your current location while tracking a route with a GPS receiver.
- **Advanced**–Control *what* you are looking for with the Find field, and *where* you are looking for it with the Within field while you conduct a more detailed search.

Performing a Basic Search

Use the QuickSearch tab to locate trails, mountains, addresses, cities, and more. To search for other items, such as an area codes, street intersections, or a category (such as Park, Interstate, and so on), use the Advanced subtab.

To Perform a Basic Search

Follow the steps below to use the QuickSearch subtab.

1. Click the **Find** tab and then click the **QuickSearch** button.
   OR
   Press CTRL+F on your keyboard.
2. Type a major trail name, mountain name, address, ZIP/Postal Code, town name, coordinate, draw object label, address book contact name, street intersection, etc. in the **Search For** text box. See Searching Tips for a description of input formats.
   OR
   Select **From Address Book** from the **Search For** drop-down list to find an address book entry in your DeLorme Address Book and then click **OK.**
   Notes
   - The Book check box (under the Address Book buttons) must be selected to search for address book contacts. For more information, see Searching for Address Book Contacts.
   - Do not enter more than five digits for a ZIP Code search or six characters for a Postal Code search (you do not need to include spaces in a Postal Code).
   - Address searches should be in the following formats: street address, city, state **OR** street address, ZIP/Postal Code **OR** street address, city, state, Zip/Postal Code.
3. Click **Search**. If your search is:

- **Very Successful**—The results list displays and, if there is one excellent match, the map centers on that place. A MapTag displays if the MapTags check box is selected. The only time a MapTag is not placed is when you find and then go to a labeled area that has no single map point associated with it (for example, a large park).
- **Successful**—The results list displays. Scroll or browse through the list of search results until you find the one you want to locate. To center an item on the map, double-click it or select it and then click **Go To**. A MapTag displays if the MapTags check box is selected.
  Tip Single click an item in the results list to highlight it on the map without adding a MapTag or centering it in the map view. For more information on viewing results, see Tips on Viewing Search Results.
- **Not Successful**—The Advanced dialog area displays. The program makes its best guess about the type of search you were trying and your search word(s) display in the upper-right text box. Click **Search** to proceed. For more information, see Performing an Advanced Search.

Notes

- Use a comma to separate city and state/country (Atlanta, Georgia; Montreal, Canada), major point of interest and state (Mt Washington, NH), parts of an address (444 E Pk Drive, Milford, CT or 444 E Pk Dr, 06460), or coordinate points (N 43.8, W 70.2).
  Tip You can find major landmarks or points of interest, such as Yellowstone National Park and Mount Rushmore, without using the state as part of the search criteria.
- Separate street intersections with an ampersand (Congress St & High St, Portland, ME or Congress St & High St, 04101).
- Avoid entering a period in your text.
- Click the **Search For** down arrow to view a drop-down list of previously used search words and examples.
- The **Search For** drop-down list keeps a history of your successful search words during a session and between sessions. To delete your search history, select **Clear History** from the drop-down list. Click **No** to delete the search history in the QuickSearch drop-down list. Click **Yes** to delete the search history in both the QuickSearch and Advanced subtabs.
- Use the right-click feature to copy search result information to the clipboard; center a search result on the map (go to); select all search results; add a result as a MapTag, MapNote, Detailed MapNote, Waypoint, or Address Book Entry; or assign it a start, stop, or finish in a route. Just right-click a search result and select the applicable option from the menu.

Performing an Advanced Search

The Advanced search option allows you to perform more detailed searches by controlling *what* you are looking for using the Find field and *where* you are looking for it using the Within field.

- The fields available for selection under Within vary based on your Find selection.
- Type text in the fields and use the drop-down list to see examples and your recent searches.

- The fill-in fields located in the center of the tab vary based on both your Find and Within selections.

You can also search for more types of items than you can in the QuickSearch tab, such as by category, street intersection, and more.

To Perform an Advanced Search

Follow the steps below to use the advanced search function.

1. Click the **Find** tab and then click the **Advanced** subtab.
   Note This screen automatically displays if you performed an unsuccessful QuickSearch.
2. From the **Find** drop-down list, select the Find type from the list.
   When more than one match is available, the closest match displays first in the Results list.
   Click a Find type in the list below for more information.
   - Name

     Use Name to locate a city, town, landmark, object label, and so on.
   - Street Address

     Use Street Address to locate by street number and name, highway number, and so on.

     You can use standard abbreviations like Rd (Road), St (Street or Saint), Mt (Mount), Dr (Drive), and Ct (Court).
   - Street Intersection

     Use this search to locate the intersection of two specified roads.
   - ZIP/Postal Code(s)

     Use at least a partial ZIP/Postal Code to locate the covered regions. The results display in a browse list.

     Use at least a partial ZIP/Postal Code to locate the covered regions. The results are displayed in a browse list. This means you are taken into the ZIP/Postal Code database at the closest matching, valid ZIP/Postal Code. You can browse through results in either direction.

     Use at least a partial ZIP Code to locate the covered regions. The results are displayed in a browse list.
   - Name and/or Category

     Searches for a specific name in a specific category. For example, if you want to find a particular trail in a state, type the name of the trail in the **Name** text box, type **trail** in the **Keywords** text box, and then type a state name or abbreviation in the **State** box.

     For more information on category searches, see Keywords for Category Searches.

     Note Category keywords must be at least three characters in length.
   - Category

     Searches for a category of items within the specified area. For more information on category searches, see Keywords for Category Searches.

Notes

- In all category searches, the Keywords field is optional. If the Keywords field is left blank, all objects in the selected Within area display in the Results list.
- Category keywords must be at least three characters in length.

- Area Code and Exchange

  There are no Within options for Area Code and Exchange search. Use at least a partial Area Code and Exchange to locate the covered regions. This is not an individual phone search. The results display in a browse list.

- Latitude/Longitude

  A single result is returned using a latitude/longitude coordinate search. There are no Within options. Coordinates must be in one of the many formats recognized by the program and are based on your Display settings in the Options dialog box.

3. From the **Within** drop-down list, select an option. Available choices are based on what you selected as your Find type.
   Click a Within type in the following list for more information.

   - North America

     Searches for a name in North America.

   - US/Canada

     Searches for ZIP/Postal Code within the United States and Canada. Available only when ZIP/Postal Code(s) is selected as the Find parameter.

   - City or County

     Searches for the specified name within the ZIP/Postal Codes associated with the city/county and state/province specified in the text boxes.

   - ZIP/Postal Code

     Searches for the specified name within a ZIP/Postal Code. Displays a ZIP/Postal Code text field. A U.S. search for a ZIP+4 Code is treated the same as a five-digit ZIP Code. A Canadian search for a 3-character Postal Code is treated the same as a six-character Postal Code.

     Searches for the specified name within a ZIP/Postal Code. Displays a ZIP/Postal Code text field. A U.S. search for a ZIP+4 Code is treated the same as a 5-digit ZIP Code. A Canadian search for a 3-character Postal Code is treated the same as a 6-character Postal Code.

     Searches for the specified name within a ZIP Code. Displays a ZIP Code text field. A search for a ZIP+4 Code is treated the same as a five-digit ZIP Code.

   - U.S. State

     Searches for a name within a specific U.S. state. This option is available only when Category or Name and/or Category is selected as the Find parameter.

     Note If you are searching within a larger state, this type of search may take longer than others because a lot of data is being searched to obtain a result.

- Current Map City

  Searches for the specified name within the boundaries of all ZIP/Postal Codes associated with the city at the current map center.
- Current Map Rectangle

  Searches for the specified location within the currently visible map area.
- Distance from Map Center

  Performs a search in all directions from the center of the map using the specified distance. Also called a radius search. The minimum distance you can use is 50 feet; the maximum distance is 100 miles.
- Current Route

  Searches for objects within the specified distance from your currently active, calculated route. The minimum distance you can use is 500 feet; the maximum distance is 10 miles. Results are listed in the sequence they occur along the route, from start point to finish point.

  Note This search may take longer than other types of searches.

4. Type information in the text boxes to the right of the **Find** and **Within** fields. The text boxes available are based on the selected Find and Within fields.
   Tip A few text boxes are optional and you may get more results by leaving them blank. To see if a text box is optional, hold your cursor over the text box label or down arrow and read the ToolTip for that text box.
5. Click **Search** or press the ENTER key on your keyboard.
   The Results list displays your search results with closest matching items at the top of the list.
6. Scroll or browse through the list of search results until you find the one you want to locate. To center an item on the map, select it and then click **Go To** or double-click it.
   A yellow MapTag displays at the location if the MapTags check box is selected.

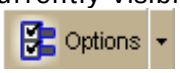
Tips

- Single click an item in the results list if you want to highlight it on the map without adding a MapTag or centering it in the map view. For more information on viewing results, see Tips on Viewing Search Results.
- Use the right-click feature to copy search result information to the clipboard; center a search result on the map (go to); select all search results; add a result as a MapTag, MapNote, Detailed MapNote, Waypoint, or Address Book entry; or assign it a start, stop, or finish in a route. Just right-click a search result and click the applicable option.

Note The program keeps a history of your search words during a session. If you want to delete your Advanced search history, click the **QuickSearch** subtab and select **Clear History** from the **Search For** drop-down list. Then, click **Yes** to delete the search history in both the QuickSearch and Advanced subtabs.

Performing a POI Search

The POIs subtab gives you an easy way to find the places of interest you are looking for. You can search over four million places of interest including Wal-Mart stores, post offices, hospitals, and much more.

- Some POIs contain extended information, such as website links, hours of operation, and so on. To view this extended information, right-click the POI search result, point to **Add**, and then click **Detailed MapNote** to view the information on the map. Or, right-click the POI search result and click **Info** to view the extended information in the Info tab.
- POI searches will find more objects than may be currently visible on the map. To see all POIs on the map, click the **Options** button 

on the toolbar (or click the menu arrow and click **Options**), click the **Map Features** tab, select the **Points of Interest (Minor)** and the **Business Points of Interest (Minor)** check boxes, and click **OK**.

To Find a Point of Interest

Use the following steps to find a point of interest with the POIs subtab.

1. Click the **Find** tab.
2. Click the **POIs** subtab.
3. Type the name of the point of interest you are searching for (for example, Wal-Mart or Sheraton) in the **Name** text box.
4. Type the category that best fits your POI name (for example, type **Hotel** if you are searching for a Sheraton, type **Department Store** if you are searching for Wal-Mart) in the **Keywords** text box. See Keywords for Category Searches for more information.
   OR
   Select an appropriate keyword from the **Keywords** drop-down list examples and history.
5. Type the distance you want to search in the **Distance** text box. Type the number of miles followed by "mi" — for example, 5 mi.
6. Select **From Map Center** or **Along Current Route**.
7. Click **Search**. If your search is:
   - **Very Successful**–The results list displays and, if there is one excellent match, the map centers on that place and a yellow box displays at the location of the POI match.
   - **Successful**–The results list displays. Scroll or browse through the list of search results until you find the one you want to locate. To center an item on the map, double-click it or select it and then click **Go To**.

Tips

- Single click an item in the results list to highlight it on the map without adding a MapTag or centering it in the map view. For more information on viewing results, see Tips on Viewing Search Results.
- Use the right-click feature to copy search result information to the clipboard; center a search result on the map (go to); select all search results; add a result as a MapTag, MapNote, Detailed MapNote, Waypoint, or Address Book entry; or assign it a start, stop, or finish in a route. Just right-click a search result and click the option you want.

Finding Points Near Your Current Location

Use the GPS Radar subtab on the Find tab to search for points of interest (POIs) such as gas stations, restaurants, accommodations, rest areas, and so on near your current location (if tracking with a GPS) or near the center of the map. You can also

search for waypoints you created using the Draw tab. If you enable the speech button, you can hear the nearest search result. Once you find the waypoint or POI you want, you can use the GPS Radar subtab to center the map on the route on that point or POI and get directions to it.

Notes

- In GPS NavMode, GPS Radar results display in an orange bar at the bottom of the map area. **Important** To enable GPS Radar in NavMode, you must select the **Repeat Search Every** check box and enter the number of minutes for repeating the search.
- A GPS Radar search finds items that are the shortest driving distance from your current location—within just a few miles. Unless you select the **Only in Direction of Travel** check box, some of the search results may be behind you. GPS radar calculates a route to each point and the fastest destination for you to drive to is listed first. If you are on a one-way road or freeway, GPS Radar takes into account the fact that you need to drive further to get off at an exit. You can click each item in the result list to see each option, to highlight the route to each destination, and to see a description of each one as well as driving directions. This should help you choose the best one for your needs.
- The time required for a GPS Radar search varies by the distance, density of objects in the area, the categories chosen, and whether you are searching only in the direction of travel.
  - If you are using GPS NavMode, a long search will automatically be interrupted; click the **More Info** button on the orange status bar to open the GPS Radar subtab and adjust your settings for a shorter search.
  - If you are using GPS tab view, click the **Interrupt** button to interrupt a long search and see a listing of the nearby points. Driving directions will not be provided.

To Find Points Near Your Location

Use the following steps to find points near your location.

1. Click the **Find** tab.
2. If you are not tracking with a GPS, type a specified location in the **Search For** text box and click **Search**.
3. Click the **GPS Radar** subtab.
4. Under **Search For**, select the point you want to locate within the specified area.
   Note You can also use the custom search to search for multiple POI types, such as "Chinese restaurant or Mexican restaurant."
   To use the Custom search to search for waypoints, use search general or specific terms such as "draw symbol," "map pin," or "waypoint."
5. Select the **Only in Direction of Travel** check box if you do not want GPS Radar to search for points of interest that are outside of your direction of travel; for example, points of interest that are behind you.
6. Enable the **Speech** button by clicking it if you want to hear the nearest search result in the computer's voice.
7. If you want to automatically repeat your search after a designated amount of time, select the **Repeat Search Every** check box and then select the number of minutes for automatically repeating the search. This is required if you are

using GPS NavMode.
Note Searches are not repeated when the GPS position is stationary.

8. Select a distance in miles from the **Search Area** scroll list to limit your search to a certain driving distance from your current location.
9. Click **Search**.
   The search results display in the list box to the right of the Search button.
10. Click a search result to select it.
    A green, highlighted line displays on the map between your current/specified location and the point of interest's location.
    Note Click **Recenter** to center the map on the selected point in the route. Click **Insert Stop** to insert the selected search result into your current route.
11. Select the **Info** option to view the information about the point, including the distance from the current location.
    OR
    Select the **Directions** option to view directions to the point from your current/specified location.

Finding a Symbol by its Name

Within the Draw tab, you can attach a name to any symbol you add to your map. For more information on adding symbols to the map, see Adding a Waypoint, Symbol, MapNote, or Text Label to the Map.

You can use a name to help locate a symbol you have already placed on a map using the QuickSearch feature on the Find tab. For example, if you named a symbol "My House" when you placed it on the map, use the following steps for conducting a search on the unique symbol name.

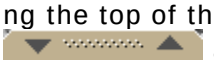
To Find a Symbol by its Name

Use the following steps to find a symbol by its name.

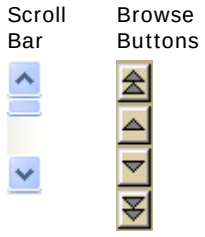
1. Click the **Find** tab.
2. Using **QuickSearch**, type the symbol name followed by the town and state abbreviation (for example, **My Office, Yarmouth, ME**) in the **Search For** text box.
3. Click **Search**. The closet matches display in the list view to the right of the Search For text box. The symbol name displays in the Name column.
4. Double-click the item or select the item and click **Go To** to locate your selection on the map. The map view centers on the item. A MapTag displays the symbol name at the symbol location.
   Note To display MapTags, select the **MapTags** check box on the Find tab.

Tips on Viewing Search Results

These tips can help you view Find tab search results.

- To make it easier to view a long list of search results, increase the height of the tab by dragging the top of the tab area up or by clicking the increase (up) tab height arrow  at the top of the tab.
- To sort results by another column, click the column header. An arrow identifies the sort column. Click a second time to reverse the sort order.
  Note This feature is not available when in browse mode; see last item in this list.

- To copy the information for the selected item or items, press CTRL+C on your keyboard. You can then paste the text into another program, such as a word processing program.
- Right-click an item in the results list to display the following options:
  - **Copy to Clipboard**–Copies the detailed information for the selected item or items and is available for pasting into another program.
  - **Go To**–Centers the map on the selected item.
  - **Select All**–Selects all items in the list and highlights up to 350 on the map. If you right-click again with all items selected, you can select **Copy to Clipboard**; point to **Add** and then click **MapTag**, **MapNote**, **Detailed MapNote**, **Address Book Entry**, or **Waypoint**; or point to **Route** and click **Insert Stop**. You must have the MapTags checkbox on the Find tab selected to add a MapTag.
  - **Add**–Adds a MapTag, MapNote, Detailed MapNote, Address Book Entry, or Waypoint for the selected item or items. You must have the MapTags checkbox on the Find tab selected to add a MapTag.
  - **Route**–Places a start, stop, or finish point at that location on the map based on your selection. The location is listed in the Start text box, Stop text box, or Finish text box in the Route tab.
- To locate an item on the map without moving the map, single click an item in the results list. It is highlighted on the map as long as it is in the current map view. This is especially helpful when you are at the data zoom level you want but point labels are not displaying.
  Notes To select multiple items, press and hold the CTRL key while clicking up to 350 items in the results list. If the items are listed continuously, click the first item in the list and then press and hold the SHIFT key while clicking the last item you want.
- You can adjust column widths. The new size is retained until changed again. You cannot rearrange the column order. Different search types result in different column orders.
- There are two types of results lists:
  - Most searches provide a fixed number of results. If all of the results do not fit in the screen area, a scroll bar automatically displays.
  - Some searches provide results you can browse. This means the entire database displays with the best match highlighted. It is possible to continue browsing to the first or last item in the database.



Keywords for Category Searches

Your DeLorme application recognizes hundreds of English words to generate both general and specific searches using category keywords. Try entering words that seem appropriate.

Keyword Samples

The list below shows a few of the categories that expand to reveal sample keywords. Sample keywords may be listed in more than one category.

Boundaries, Map, and Surveying
Border
Boundary
Contour
Crosshair
Grid
Line
Point
ZIP/Postal Code
Buildings and Structures
Airport
Bridge
Business
Landmark
Library
Businesses
Hotel
Gasoline
Restaurant
Pizza
Education and Cultural
College
Local Park
Park
School
State Park
University
Natural Features
Beach
Canyon
Crater
Desert
Forest
Glacier
Hill
Island
Mountain
River
Stream
Valley
Water
Miscellaneous

Cemetery
Hiking
Mine
Note
Park
Object Types
All of the stock draw symbols (such as blue map pin, red flag, canoe, etc.)
Draw symbols
Objects in non-DeLorme data
Roads and Trails
Bridge
Exit
Ferry
Foot Trail
Highway
Hiking
Interstate
One Way
Railroad
Road
Street
Trail
Tunnel
Travel Amenities
Airport
Exit
Landmark
Rest Area
Unique Natural Features
Geographic Feature
Landmark
Locale
Mining
Trail
Park or Other Open Space
Tourist Attraction

Notes on Category Searches

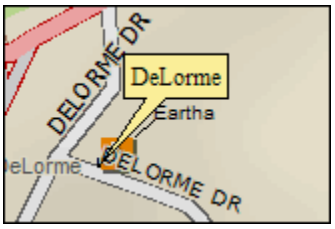
The following list provides notes you may find helpful for performing category searches.

- Category keyword searches must be at least three characters in length.

- Keywords are not case-sensitive. Using all capital letters or no capital letters does not affect the search.
- Some generic keywords (water, for example) match many categories and display a dialog box with specific categories. Select or clear these categories, depending on what you want to locate.
- In the Keyword Category samples below, some keywords are used together to narrow the search. The following two examples provide information on how results may differ using words together and separately:
    - Example 1–Using **Local Road** provides many category results, such as Ferry Crossing Local Road, Local or Rural Road, and Railroad Local Line.
    - Example 2–Using Road provides over 100 results from more categories.
- Partial words are recognized when performing a search.
- You can use keywords in any order. You get the same results using Local Road as for Road Local.
- A keyword may find categories related to the word rather than including the word.
- Use the word "or" in the Keywords text box to search for multiple categories. For example, "pizza" or "fast food."

MapTags: Converting, Moving, Hiding, and Deleting

When you search for and go to a Find search result, a yellow MapTag displays at that location if the MapTags check box on the Find tab is selected. If MapTags are cluttering your view of the map, you can move the text area of the MapTag, hide them from view, or delete one, several, or all MapTags.



To Convert MapTags to MapNotes

To change all of the MapTags on the map to MapNotes, which can be retained when you save the project, right-click the map, click **Manage Draw**, and then click **Convert All MapTags to MapNotes**. A new draw layer called MapNotes is created in your project.

To Move a MapTag

You cannot detach a MapTag from its anchor point; you can move only the text area.

Use the following steps to move the MapTag text area.

1. Use the **Find** tab, search for a place, street address, coordinate, category item, or street intersection. MapTags are placed on the map at each point you locate.
2. Click the **Select** tool .
3. Click the text area for the MapTag you want to move and drag it to the position on the map where you want it. The anchor point does not move.
4. Click the **Select** tool again to resume normal map operations.

To Hide MapTags

The MapTags check box controls if existing MapTags display on the map.

- MapTags are visible when the MapTags check box is selected.
- MapTags are hidden from view when the MapTags check box is cleared. Select the MapTags check box at any time to display existing MapTags.

To Delete MapTags

You can delete one, several, or all MapTags.

To delete MapTags from the Find tab:

- To delete one MapTag, click the **Select** tool , click the MapTag, click the **Delete Tag** tool , and click the **Select** tool again.
  OR
  Right-click the MapTag you want to delete and select **Delete MapTag**.
- To delete several MapTags, click the **Select** tool , hold down the SHIFT key on your keyboard while clicking the MapTags, click the **Delete Tag** tool, and click the **Select** tool again.
- To delete all MapTags, click the **Delete Tag** tool . A message box displays "Delete all MapTags?" Click **OK** to confirm deletion. Click **Cancel** to retain all MapTags.

To delete MapTags from other tabs:

- Right-click the MapTag and click **Delete MapTag**.

Using Address Book Contacts

Searching for Address Book Contacts

You have several ways to search for address book contacts:

- Use the QuickSearch function on the Find tab to search for the name of a contact; browse for the contact or type the name of the contact
- Use the Route tab to search for an address book entry as a route start, stop, or finish; browse for the contact or type the name of the contact
- Use the toolbar to search for an address book entry as a route start or finish; browse for the contact or type the name of the contact

With these functions, you can select the **<From Address Book>** option from the applicable drop-down list or you can type the name of the contact directly in the text box to find the entry. If you type the name of the contact, you must select the **Book** check box in the Find tab (underneath the Address Book buttons). To disable the address book search functionality, clear the **Book** check box.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Importing Existing Address Book Information

You can import an existing address book or build a new address book by manually entering each record. Imported address book items are merged with your existing address book. Items with identical names are not replaced during the import process.

To Import an Existing Address Book

Use the following steps to import an existing address book and view its contents on the map.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click **Import**.
4. Click **Browse** to find the .dab, .txt, .csv, or .tab address book file. Click the file and then click **Open**.
5. If the first line of the title contains column names, select the **First Row is Header** check box.
6. If you want to adjust the column headers for your address book information, select a default column label from the available drop-down lists.
   There is a list for Name, Street Address, City, State Abbreviation, ZIP/Postal Code, Telephone, Latitude, Longitude. The information in your address book displays to the right of these lists.
7. Click **OK**.
   The address book contacts are imported into the program. All street address

or latitude/longitude matches display on the map with the following symbol and the name of the contact.

Note If your contacts do not display on the map, check the Located? column in the Address Book dialog box to verify a successful match was made. If Not Located displays next to any of your records, either address/coordinate information was not provided with the contact or the address/coordinate information could not be found in the program.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Manually Entering Address Book Information

You can import an existing address book or build a new address book by manually entering each record.

You can also add an address book entry by right-clicking the map, selecting **Create Address Book Entry**, and following steps 4–6 below. If you right-click the map at the location for the address book entry, some of the information, such as coordinates, street name, city, state, etc., automatically complete the Edit a DeLorme Address Book Entry dialog box.

To Manually Enter Address Book Information

Use the following steps to manually enter address book information.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click **New**.
   The Edit a DeLorme Address Book Entry dialog box opens.
4. Enter the information for the entry.
5. From the **Update Location** drop-down list, select the method for updating the location on the map; **From Street Address**, **From Lat/Lon**, or **No** (if you do not want to update the location.
6. Click **OK**.
7. Repeat steps 2-6 for each contact you want to add.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Centering the Map on an Address Book Contact

You can center the map on any address book contact you have with the Go To function in the Address Book dialog box.

To Center the Map on an Address Book Contact

Use the following steps to center the map on an address book contact.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click the contact.
4. Click **Go To**.
   The map centers on the selected contact.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Editing a Contact In Your Address Book

Once you have imported your address book contacts, you may need to edit the information if your contacts have moved, changed phone numbers, etc. Instead of importing the information again, you can simply edit the information.

To Edit a Contact In Your Address Book

Use the following steps to edit a contact in your address book.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Double-click the record you want to edit.
   OR
   Click the record you want to edit and then click **Edit**.
4. Edit the applicable information.
5. If you want to move the contact, select the method to place it on the map from the **Update Location** drop-down list.
6. Click **OK**.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Manually Moving a Contact on the Map

Once you have created a contact in an address book, you can manually move it on the map using the move address book entry function.

To Manually Move a Contact's Location on the Map

Use the following steps to manually move a contact's location on the map.

1. Click the **Find** tab.
2. Click the **Move Address Book Entry** button .

   Your cursor changes to when you hover over the location of an address book contact.

3. Click and drag the contact to a different location on the map.
   The **Located** status for that record (in the Address Book dialog box) changes to **Manual**.
4. Click the move address book entry icon again to resume normal map operations.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Relocating Address Book Contacts

Once you import an address book from a previous version of your application, you can relocate your address book entries (except for manual entries) so they match the most recent data. You are prompted to do this the first time you open the address book after installing a new version of your application; however, if you do not relocate the entries at that time, you can do it later.

Important If you do not relocate your address book, the entries may not be accurately placed according to the latest DeLorme road data.

To Relocate Contacts In Your Address Book

Use the following steps to relocate address book entries (except manual entries) on the map.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click **Relocate All**.
   A confirmation message displays.
4. Click **OK** to relocate the entries.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Deleting a Contact In Your Address Book

Once you successfully create an address book, you can delete the contact information at any time.

To Delete a Contact In Your Address Book

Use the following steps to delete a contact in your address book.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click the record you want to delete.
4. Click **Delete**.
5. Click **OK** to confirm the deletion.

6. Click **Done**.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Showing/Hiding Address Book Contacts on the Map

Once you add contacts to your address book, you can show or hide the contact information on the map.

To Show/Hide Address Book Contacts on the Map

Use the following steps to show/hide address book contacts on the map.

1. Click the **Find** tab.
2. Select the **Book** check box to show address book contacts on the map and enable address book searching with the Find tab, Route tab, and toolbar.
   OR
   Clear the **Book** check box to hide address book contacts on the map and disable address book searching with the Find tab, Route tab, and toolbar.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Deleting Your Entire Address Book

Once you have created an address book, you can delete the records it contains one at a time or all at once.

To Delete an Entire Address Book

Use the following steps to delete an entire address book.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click **Clear All**.
   A confirmation message displays.
4. Click **OK** to delete the address book.
5. Click **Done**.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Exporting Your Address Book

You can export your address book to another program using the Export function in the Address Book dialog box. Exported address books are in DeLorme Address Book

binary format (*.dab) or comma-separated file (*.csv) format. Latitude and longitude values are not exported.

To Export Your Address Book

Use the following steps to export your address book.

1. Click the **Find** tab.
2. Click the **Address Book** button .
   The DeLorme Address Book dialog box opens.
3. Click **Export**.
   The Save As dialog box opens.
4. Browse to the location where you want to save the exported address book file.
5. Type the file name for your exported file in the **File Name** text box.
6. Select **DeLorme Address Book (*.dab)** or **Comma-separated File (*.csv)** from the **Save as Type** drop-down list. DeLorme Address Book files retain all of their information and can be imported into compatible DeLorme programs. Comma-separated files do not contain coordinate information. You can view text files in third-party applications such as Microsoft Excel.
7. Click **Save**.
8. Click **OK** to acknowledge the export location.
9. Click **Done**.

Notes

- The address book has a 200-record limit.
- You can resize and move the Address Book dialog box.
- You can resize the columns inside the Address Book dialog box.

Printing

Printing a Map

You can print a 2-D or 3-D map based on your paper size or screen size. If you choose to print a map based on your paper size, you can also print a multi-page map that you can assemble using the Manually Assembling a Multi-page Map instructions.

To Print a Map

Use the following steps to print a map.

1. Locate the area you want to print.
2. Click the **Print** tab.
3. Click the **Map** subtab.
4. Under **Map**, select **Left** map, **Right** map, or **Both** maps.
   Note If the left or right and/or both options are unavailable, it is because only one map view is displayed. To make all selections available, use the map resize tool to expose the left and right map views. To print a full-page 3-D map, use the map resize tool to expose only the left map window.
5. Under **Print Layout**, select **Page** (the map print area is based on the paper size you have specified in the Setup options) or **Screen** (the map print area is based on the screen size).
   The print area for a Page map displays as a red box on the map, which may not always be visible. The overview map and the print area for a Screen map display as a blue box on the overview map.
6. If you selected **Screen** in step 5, go to step 7. If you selected **Page** in step 5, the following options are available.
   - Under **Print Layout**, select a layout option (Single, 2 x 2, or 3 x 3). The print area displays on both the map and the overview map.
   - If you selected 2 x 2 or 3 x 3 on the map layout graphic, and you do not want to print all the pages in the multi page map, click each page you do not want to print. The page appears dimmed or gray. (You can click a dimmed/gray page again to print it.)
     Note In the example below, page 4 will not print for the 2 x 2 map.

   - Verify this is the location and photo zoom you want to print.
     - If not, pan the map to a new location and zoom to the correct level.
       OR
     - To change the photo zoom, select an option from the **Photo Zoom** drop-down list or type the photo zoom in the text box.
       Note Changing the photo zoom enlarges or reduces the map features and changes the map print area. If you increase the photo zoom level, map text, lines, symbols, etc. display larger and your map print area is reduced. If you decrease the photo zoom level, map text, lines, symbols, etc. display smaller and your map print area is enlarged. The reduction/enlargement

percentages for your photo zoom level display under the Photo Zoom drop-down list.

- If you want to use other tabs and functions but not lose your current print area or other settings, select the **Lock Print Center** check box. Selecting this check box locks the print area and changes the tab label to red.
- Select the **Print Preview** check box to zoom the map and view the entire print area. Clear the check box to return to your previous data zoom level.
- Add text or graphics to your map

7. To change printers or make choices for transparent/yellow background, paper orientation, paper size, and paper source, click **Setup**. The Print Setup dialog opens.
   Note From the **Setup** dialog box, click **Properties** to view additional options. If the options are available, set the graphics mode to use raster graphics and set TrueType fonts to print as graphics. Consult your printer manual for additional information.
8. Click the **Print** button to print your map.

Tips

- To save a map to a file, see Saving a Map as a Bitmap or JPEG Image.
- To adjust the print area of a Page map, select the **Lock Print Center** check box, select the **Select** tool , and then drag the frame to the new position.

Printing a Route and Directions

You can print maps of your route and route directions for any route you create.

Additionally, you can save your directions or along the way results in a text file. For more information, see Saving Route Directions as Text.

For specific recommendations on best printing results, see your printer manual.

To Print a Route

Use the following steps to print an existing route.

1. Click the **Print** tab and then click the **Route** subtab.
   Note If you do not have a route on this project, the route options are unavailable.
2. Optional. Click **Setup** to open the Print Setup dialog box and select a printer, change printer properties, select a transparent/yellow background, select paper size, and select paper orientation. Click **OK** when finished.
   If the options are available under **Printer Properties**, set the graphics mode to use raster graphics and set TrueType fonts to print as graphics.
3. Select the route you want to print from the **Name** drop-down list. Only routes contained in the current project display in this list.
4. Under **Options**, select from one of the following choices:
   - **Overview**–Provides an optimized map of your route and the route summary—trip distance, trip time, start, total stops, and finish.
   - **Travel Package**–Provides maps of the route with corresponding directions.

- **Turn Details**–Prints 2" x 2" maps of each of the turns in your route directions.
- **Directions**–Provides action-based directions (turn, merge, bear, depart, arrive, and continue) including the time frame for each action.
  Note You can save route directions as a text file.
- **Along the Way**–Prints the search results of a previous Advanced Find search within a current route. The search results are listed as they are listed in the Find results. The Along the Way option is only available if you have recently performed a find/category within current route search in the Advanced Find subtab. For more information, see Performing an Advanced Search.
- **Strip Maps**–Provides detailed maps in the direction of travel of the route along with directions that appear in the map margin. Strip maps are not printed North Up like other printed maps. They are printed so that the direction of travel is always at the top of the printed map.

5. If you selected Travel Package or Strip Maps in step 4, select the miles per page that you want your route to cover from the Miles Per Page drop-down list.
   Note When setting the number of miles per page, keep in mind that the number of miles is not the distance of the route. Instead, it equals the width of the strip map and determines the scale of the map.
6. Select **Increasing** from the **Trip Time/Distance** drop-down list to end the route directions with the total time and distance.
   OR
   Select **Decreasing** from the **Trip Time/Distance** drop-down list to start the directions with the total time and distance — similar to a countdown.
7. Optional. To view a preview of your selection, click **View**.
8. Click **Print**.

Printing a Profile

You can print a profile you have created.

To Print a Profile

Use the following steps to print a profile.

1. Create a profile.
2. Click the **Print** tab and click the **Profile** subtab to display the Profile options.
3. Optional. Click **Setup** to open the Print Setup dialog box and select a printer, change printer properties, select paper size, and select paper orientation. Click **OK** when finished.
4. Under **Profile**, select **On Map** or **Profile Only**. If you select On Map, select whether you want to print the profile as shown on the **Left** or **Right** map.

IF you select this option...	THEN you will print...
On Map	The background map with the main Profile graph at the bottom of the page.
Profile Only	The main Profile graph without the map.

	Note Click the **Copy to Clipboard** button to copy your profile to the clipboard so that you can paste it into a graphics program such as Microsoft Paint or Adobe Photoshop. When you copy the map to the clipboard, the map is saved at current monitor resolution.

5. If you want to print all of the profile's Statistical Data Options, select the **Profile Stats** check box.
   The statistics are printed on the same page as the profile.
6. Optional. Click the **Save** button to save your profile as a bitmap or JPEG image. Rename the file (if necessary) and click **Save**.
7. Optional. To view a preview of your selection, click **View**.
8. Click **Print** to print the map using the selected print options.

Adding Text or Graphics to Your Map

You can add text (framed or unframed) and graphics (north arrows, scale bars, images) to your map.

- To modify the properties of a text/graphic item, click the **Select** tool and click the item on the map.
- To make graphic items added to your map the same size, press and hold the SHIFT key on your keyboard or drag to select two items, right-click, select **Make Same Size**, and select **Width**, **Height**, or **Both** from the menu.
- After you add text/graphic items to your map, you can align, snap, or layer them on the map.

To Add Text to Your Map

Use the following steps to add text to your map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Select your **Map** and **Print Layout** options. For more information, see Printing a Map.
3. Under **Layout Tools**, click and hold the text and graphics button to reveal the hidden text and graphic tools.
4. Click the **Framed Text** tool .
   OR
   Click the **Unframed** Text tool .
5. Click the location on the map where you want to add your text. A text box displays.
   When not in editing mode, you can reposition your text by dragging the text box to the new position.
6. Type the text in the text box. To type more than one line of text, press SHIFT+ENTER on your keyboard to advance to another line. Press the ENTER key on your keyboard when finished typing your text.
7. Under **Layout Tools**, select the font, style, and size for your text from the drop-down lists.

8. To underline your text, click the **Underline** tool .
9. To change the color of your text, click the **Font Color** tool . From the **Color** dialog box, you can:
   - Click to select an alternative color. Click **OK** when finished.
   - Click **Define Custom Colors** and create a custom color by assigning red/green/blue or hue/sat/lum values. Click **Add to Custom Colors** and then click **OK**.
10. Click the **Align Left** button to align the text in your text box to the left.
    OR
    Click the **Center** button to align the text in the center of the text box.
    OR
    Click the **Align Right** button to align the text in your text box to the right.
11. Click the **Text Box** Size button if you want the size of your text box to grow with the amount of text typed.
    The Text Box Size button is a toggle button. If the button is not activated, any text placed on the map is placed in a default-sized text box. You can resize the default size text box by selecting the text box on the map and dragging any of the white boxes on the corners/sides of text box.

To Add a North Arrow to Your Map

Use the following steps to add a North arrow to your map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Select your **Map** and **Print Layout** options. For more information, see Printing a Map.
3. Under **Layout Tools**, click and hold the text and graphics button to reveal the hidden text and graphic tools.
4. Click the **North Arrow** tool . All of the North Arrow styles display to the right.
5. Select the North Arrow style and then click the location on the map where you want to add the graphic.
   Once you place the North Arrow on the map, you can resize it by dragging any of the white boxes on the corners/sides of the graphic. Reposition the North Arrow at any time by dragging the graphic to the new position.

To Add a Scale Bar to Your Map

Use the following steps to add a scale bar to your map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Select your **Map** and **Print Layout** options. For more information, see Printing a Map.
3. Under **Layout Tools**, click and hold the text and graphics button to reveal the hidden text and graphic tools.
4. Click the **Scale Bar** tool . All of the Scale Bar styles display to the right.

5. Select the check box to the left of the Scale Bar style options and then select the Scale Bar style.
   AND/OR
   Select the **Scale** check box to display the current scale on the map.
   AND/OR
   Select the **Scale Reference Length** check box to display the scale reference length on the map.
   AND/OR
   Select the **Zoom** check box to display the current data zoom level on the map.
6. Click the location on the map where you want to add the graphic.
   Once you place the Scale Bar on the map, you can resize it by dragging any of the white boxes on the corners/sides of the graphic.

To Add an Image to Your Map

Use the following steps to add an image to your map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Select your **Map** and **Print Layout** options. For more information, see Printing a Map.
3. Under **Layout Tools**, click and hold the text and graphics button to reveal the hidden text and graphic tools.
4. Click the **Image** tool .
5. Click the location on the map where you want to add your image. The Select Image File dialog box opens.
   You can reposition the image at any time by dragging it to the new position.
6. Select an image file (.jpg, .bmp, or .gif) to place on your map and then click **Open**. The image displays on the map and the file name displays in the text box next to the Image tool under Layout Tools.

   You can update the image at any time by clicking the **Browse** button and browsing to an alternative image.
7. Select the **Maintain Aspect Ratio** check box to maintain the image's width-to-height ratio while resizing.
8. Select the **Preview Image** check box to preview the image on the map.

Aligning Text and Graphic Items on Your Map

After you add a text or graphic tool to your map, you can use the right-click options to align each object with a certain location on the map.

Aligning Multiple Text and Graphic Items on Your Map

Use the following steps to align multiple text and graphic items on the map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Place more than one text or graphic item on your map. For more information, see Adding Text or Graphics to Your Map.
3. While pressing the SHIFT key on your keyboard, click each text/graphic item on the map.
   OR

Drag your mouse over the text/graphic items on the map to select multiple items at once.

4. Right-click one of the items, point to **Align**, and then click:
    - **Left** to align the left sides of all of the items; placement is based on the left side of the left-most item.
    - **Right** to align the right sides of all of the items; placement is based on the right side of the right-most item.
    - **Top** to align the top side of all of the items; placement is based on the top side of the top-most item.
    - **Bottom** to align the bottom side of all of the items; placement is based on the bottom side of the bottom-most item.
    - **Vertical Center** to center the items based on the average of the vertical placement of the items.
    - **Horizontal Center** to center the items based on the average of the horizontal placement of the items.
    - **Center** to center the items based on the center of the average area that the items cover on the map.
    - **Stack Vertically** to stack the items vertically on top of each other.
    - **Stack Horizontally** to position the items side-by-side.

Tips

- To make multiple graphic items the same size, press the SHIFT key on your keyboard and select each item. Then, right-click, point to **Make Same Size**, and click **Width**, **Height**, or **Both**. When you attempt to make multiple items the same size, the largest item is always the basis for the size change. *Important: For an item to be made the same size as another item, the item must not be locked — for example, the Maintain Aspect Ratio check box should be cleared for any images, only text items with default size text boxes can be resized, and so on.*
- To delete multiple text or graphic items, click the **Edit** tool, drag the mouse on the map to encompass the items you want to delete, and then press the DELETE key on your keyboard.

Snapping Text and Graphic Items on Your Map

After you add a text or graphic tool to your map, you can snap each item to the location you want it by dragging the item along the edges of the map or by dragging the item to snap it to the horizontal center of the page.

To disable the auto-snap function, hold down the ALT key on your keyboard while dragging the text/graphic items on the map.

To Snap Text and Graphic Items on Your Map

Use the following steps to snap text and graphic items on a printed map.

1. Add text or graphics to your map.
2. Drag each text/graphic item you placed on the map to the location you want them on the map. If you drag an item to the edge of the map print area, the text/graphic snaps to the edge. If you drag the item to the horizontal center of the edge of the map print area, the text/graphic snaps to the center of the edge. You can also drag the item to the center of the map print area to snap it to the center of the printed map.

Tips

- To make multiple text and graphic items the same size, press the SHIFT key on your keyboard and select each item. Then, right-click, select **Make Same Size**, and click **Width**, **Height**, or **Both**. When you attempt to make multiple items the same size, the largest item is always the basis for the size change.
- To delete multiple text/graphic items, select the **Edit** tool, drag the mouse in a down-right direction on the map to encompass the items you want to delete, and then press the DELETE key on your keyboard.

Layering Multiple Text and Graphic Items on a Printed Map

You may want to layer text or graphic items on your printed map. In this case, use the right-click Bring to Front/Send to Back options so that each can still be displayed.

To Layer Multiple Text or Graphic Items on a Printed Map

Use the following steps to layer multiple text or graphic items on the map.

1. Click the **Print** tab and then click the **Map** subtab.
2. Place more than one text or graphic item on your map (see Adding Text or Graphics to Your Map), placing the text/graphic items on top of each other.
3. If one of the text/graphic items you want to display is partially underneath another text/graphic item, select the item you want to display, right-click, and click **Bring to Front**.
   To reverse this step, right-click the item and select **Send to Back.**

Tips

- To make multiple text and graphic items the same size, press the SHIFT key on your keyboard and select each item. Then, right-click, point to **Make Same Size**, and click **Width**, **Height**, or **Both**. When you attempt to make multiple items the same size, the largest item is always the basis for the size change.
- To delete multiple text/graphic items, select the **Edit** tool, drag the mouse in a down-right direction on the map to encompass the items you want to delete, and then press the DELETE key on your keyboard.

Changing the Background Color of a Printed Map

When you print a map, a yellow (or black if you are using High Contrast Colors) background automatically displays on the printout. If you want a transparent background — for example, if you are printing transparencies — you can change the Print settings to print with a transparent background.

To Print Maps With a Transparent Background

Use the following steps to turn off the yellow background when printing a map.

1. Center the map on the area you want to print.
2. Click the **Print** tab and then click the **Map** subtab.
3. Select the **Print Layout** options. For more information, see Printing a Map.
4. Click **Setup**.
   The Print Setup dialog box opens.
5. At the bottom of the dialog box, select the **Print Maps with a Transparent Background** check box.

6. Click **OK**.
   All map printouts print with a transparent background.

To Print Maps With a Yellow/Black Background

Use the following steps to turn on the yellow/black background when printing a map.

1. Center the map on the area you want to print.
2. Click the **Print** tab and then click the **Map** subtab.
3. Select the **Print Layout** options. For more information, see Printing a Map.
4. Click **Setup**.
   The Print Setup dialog box opens.
5. At the bottom of the dialog box, clear the **Print Maps with a Transparent Background** check box.
6. Click **OK**.
   All map printouts print with a yellow background (or black if you are using High Contrast Colors).

Manually Assembling a Multi-page Map

After you have printed the sheets for your multi-page map, you are ready to assemble the map.

Before you begin, be sure you have a clear work surface large enough to accommodate the final map size.

You will need the following tools to assemble your map:

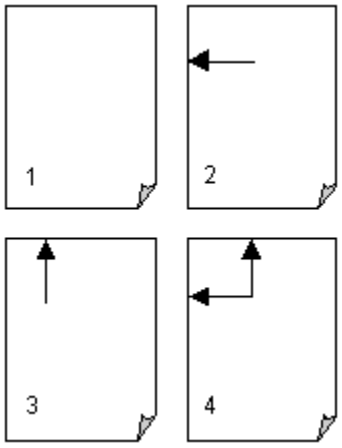
- Pencil
- Razor knife
- Straight-edge ruler (longer than the edge of the longest sheet)
- Permanent tape (invisible or "magic" type)
- Removable tape

To Manually Assemble a Multi-page Map

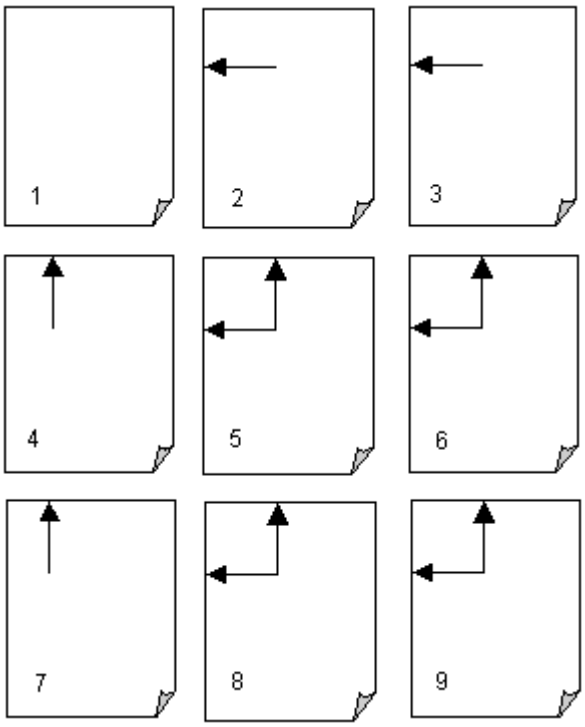
Use the following steps to manually assemble a multi-page map.

1. For each sheet that needs to be trimmed, mark the edges of the sheet to indicate the areas to trim.
2. Use the straight edge ruler and razor knife to trim each sheet to the thin black line bordering the map.
   Note For adjacent sheets, trim only one page. This makes piecing the sheets together easier.
   The following diagrams of a 2 x 2 and 3 x 3 multi-page map provide additional information on where to trim the sheets. The arrows indicate the edges to be trimmed.

   2 x 2 multi-page Map



3 x 3 multi-page Map

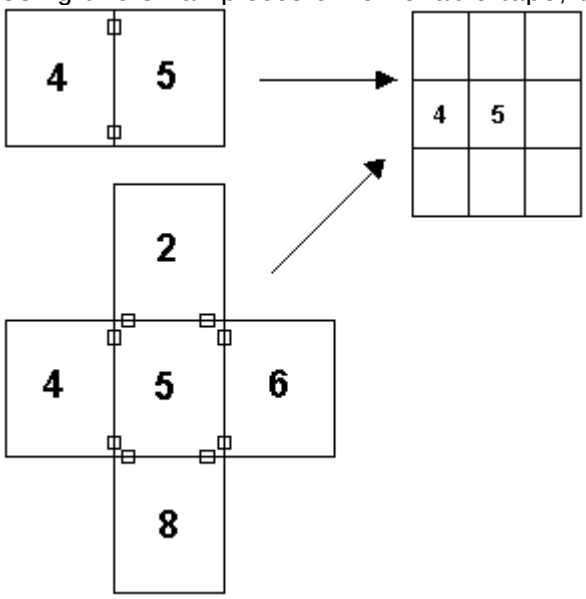


3. Align two adjacent sheets, placing the trimmed edge on top of the non-trimmed edge.

Notes

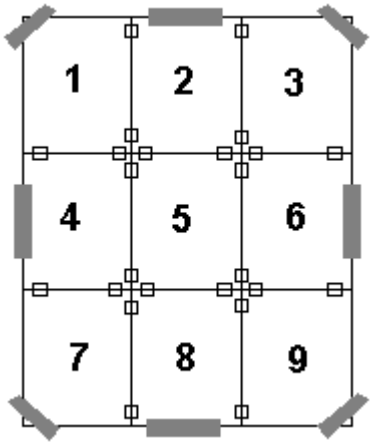
- Piece together the multi-page map one seam at a time. This is especially important for a 3 x 3 multi-page map.
- Build the multi-page map from the inside out to minimize any misalignment.

4. Using two small pieces of removable tape, tack together the aligned sheets.



Note This is a temporary measure. Steps 6 through 10 describe how to completely secure the sheets.

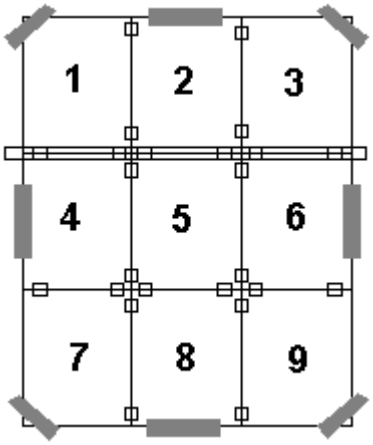
5. Repeat steps 3 and 4 until all the sheets are pieced together.
6. With the multi-page temporarily pieced together, use small pieces of removable tape to secure the corners and edges of the multi-page map.



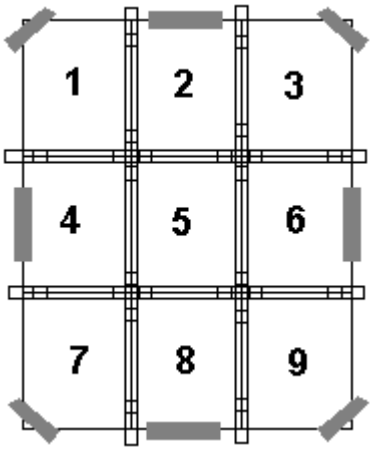
Note Place the removable tape on the corners and edges, not along the seams.

7. For each seam, fix the tape to the work surface, not on the sheet, so the tape is in alignment with the seam.
8. Spool off enough permanent tape to cover the entire seam. Be careful not to let the tape touch the map until you are ready to apply it (in step 9).

9. Keeping the length of the tape taut, carefully apply the tape to the seam until both sides are fixed to the work surface.



10. Press the tape along the seam to remove any air gaps.
11. Repeat steps 6 through 10 until all seams are completely pieced together.



12. Using the straight-edge ruler, carefully trim the edges of the map at the seams (where the tape is affixed to the workspace).
13. Peel off the removable tape at the corners and the edges. You are now ready to display your multi-page map.

Using the Draw Tools

Draw Overview

You can add draw objects, such as routable roads, routable trails, waypoints, tracks, text, symbols, MapNotes, images, lines, arcs, splines, circles, polygons, and rectangles to your map with the tools provided in the Draw tab. You can save draw objects in a single draw file or in multiple draw files. You can view draw files individually or with other draw files.

What is a Draw File?

Imagine a draw file as a sheet of glass laying on top of your map. You can add various objects to the draw file to help enhance or pinpoint specific areas on the map, but these objects do not become part of the map. They exist in a draw file that overlays the map.

There are five different types of draw files: draw, road, trail, waypoint, and track. You can create more than one draw file and overlay one on top of the other while still viewing the map beneath. See Editing/Locking Draw Files.

When you clear or delete a draw file, the objects in the draw file do not display and are deleted along with the draw file. When you create and save draw files, they are saved within the current project.

Some additional draw file facts:

- A draw file is automatically generated the first time you add a draw object to the map.
- As you create draw files, they are added to the current project.
- You can add draw files to multiple projects.
- You can control the creation of new draw files in the draw file editing area.
- Draw files are saved by default in *C:\DeLorme Docs\Draw* with the default name; for example, DrawLayer#.an1, with # indicating the number order in which the file was created. You can rename draw files to better identify your specific information. See Creating a New Draw File.
- You can have multiple draw files displaying at once while working on your map. Work can be done on one draw file at a time, while viewing other files beneath it. You can select different draw files to be the active, editable file from within the Draw tab. For more information, see Editing/Locking Draw Files.
- Draw files created in a particular project are displayed only if that project is currently displaying. For example, if DrawLayer27 is created in a project named *Yarmouth Zoom 14* only, DrawLayer27 does not display if a project named *Old Port* is currently displaying.
- Routable roads and routable trails are not tied to a project; they do not change even when a project is changed.

What Are Draw Objects?

Draw objects are those objects you add to a draw file with the tools provided in the Draw tab. Draw objects consist of line, area, or point objects. You can copy, move, delete, and add draw objects to other draw files and add them to another project.

- Line objects are those objects consisting of line segments and points, such as:
  - Routable Roads
  - Routable Trails
  - Tracks
  - Lines
  - Arcs
  - Splines
- Area objects are those objects consisting of one or more closed line objects, such as:
  - Polygons
  - Rectangles
  - Circles
- Point objects consist of one anchor point attached to either a waypoint, symbol, MapNote, image, or text label. The anchor point is the pixel position on the symbol that corresponds to the geographic coordinate of the point selected on the map when the symbol is placed.

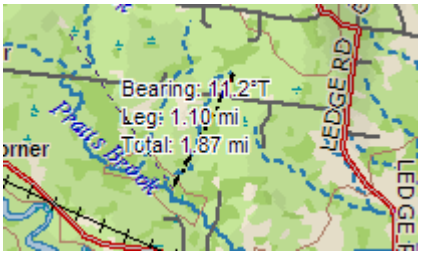
Draw objects added to a draw file contain points that give the object its shape or allow you to snap one object to another object. Points display and act in different ways within the various draw objects. Click a link below to view additional information.

- Points in Routable Roads, Routable Trails, Tracks, Lines, Splines, and Polygons

  Draw objects such as routable roads, routable trails, tracks, lines, splines, and polygons consist of shape points and end points.

  - Shape points are the points you place on the map when creating the object. They give the object its shape. When you select a draw object on the map, shape points display along the active object as small magenta squares.

    The line object below was drawn with the spline tool.

  - End points are the first and last points of individual line segments on a draw object. When you select a shape point of a line segment within an active line, spline, or polygon:
    - A small green circle indicates the start end point of the selected line segment.
    - A small red circle indicates the last end point of the selected line segment.

The same spline with end points indicating a selected spline segment.

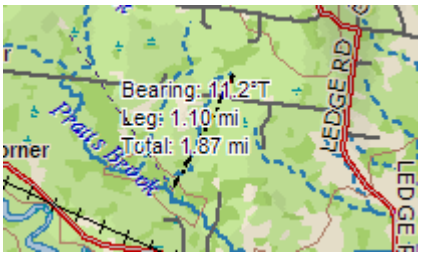
Notes

- When you click the start or last end point of the line segment within a line draw object and the Show Measurement check box is available (when using the Polygon or Line tool) and selected, it displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total length of the entire line object on the map.
- When you click the start or end point of the line segment within a polygon draw object, a text box displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total area of the polygon on the map.

Draw objects such as routable roads, routable trails, tracks, lines, splines, and polygons consist of shape points and end points.

- Shape points are the points you place on the map when creating the object. They give the object its shape. When you select a draw object on the map, shape points display along the active object as small magenta squares.

  The line object below was drawn with the spline tool.



- End points are the first and last points of individual line segments on a draw object. When you select a shape point of a line segment within an active line, spline, or polygon:
  - A small green circle indicates the start end point of the selected line segment.
  - A small red circle indicates the last end point of the selected line segment.

The same spline with end points indicating a selected spline segment.

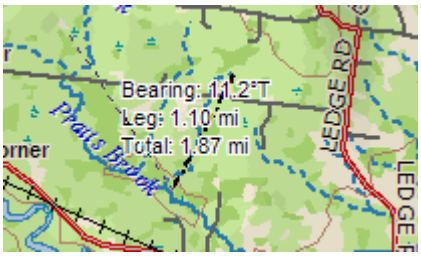
Notes

- When you click the start or last end point of the line segment within a line draw object and the Show Measurement check box is available (when using the Polygon or Line tool) and selected, it displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total length of the entire line object on the map.
- When you click the start or end point of the line segment within a polygon draw object, a text box displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total area of the polygon on the map.

Draw objects such as routable roads, routable trails,tracks, lines, splines, and polygons consist of shape points and end points.

- Shape points are the points you place on the map when creating the object. They give the object its shape. When you select a draw object on the map, shape points display along the active object as small magenta squares.

  The line object below was drawn with the spline tool.



- End points are the first and last points of individual line segments on a draw object. When you select a shape point of a line segment within an active line, spline, or polygon:
  - A small green circle indicates the start end point of the selected line segment.
  - A small red circle indicates the last end point of the selected line segment.

The same spline with end points indicating a selected spline segment.

Notes

- When you click the start or last end point of the line segment within a line draw object and the Show Measurement check box is available (when using the Polygon or Line tool) and selected, it displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total length of the entire line object on the map.
- When you click the start or end point of the line segment within a polygon draw object, a text box displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total area of the polygon on the map.

- Points in Rectangles, Circles, and Arcs

  Draw objects such as rectangles, circles, and arcs also contain points, but they are treated differently.

  Rectangles–Contain shape points at the four corners, but the lines between the shape points contain no editable end points. When you click one of these shape points, a text box displays the width, height, and area of the rectangle on the map.

  Circles–Contain no shape points, but have a central point that does not display until you snap it (see Note below) to another object. Clicking the circle displays a central crosshair within the circle and a text box containing information on the area and radius of the circle on the map.

  Arcs–Contain three shape points. When you click any of the points, a text box displays the angle or bearing of the selected point, the radius of the arc, and the total length of the arc line on the map.
  Only the first and second points you placed on the map when creating the arc are treated as start and end points (i.e., show red or green when clicked). The central magenta shape point, or third point you placed, determines the shape of the arc.

  Note For information on snapping a draw object to another draw object, see Snapping Draw Objects.

- Points in Point Draw Objects

  Point objects, such as waypoints, symbols, and text, do not have shape or end points. Text label objects contain a point at the bottom center of the text label box and are only visible during a snap.

- Points in MapNotes

  MapNotes do not have shape or end points. They contain an anchor point at the end of the text box. Clicking the MapNote displays a central crosshair at the anchor point.

Viewing Hidden Draw Tools

The Draw tab tools allow you to add routable roads, trails, waypoints, tracks, lines (straight lines, arcs, and splines), shapes (polygons, rectangles, and circles), MapNotes, text labels, images, and symbols to a draw file. Some of these tools are hidden tools available in pull-out menus.

To View the Hidden Draw Tools

Five draw tool options have pull-out menus with hidden tools. These draw tools each have a small arrow at the bottom-right of the draw tool button as shown in this sample .

Use the following steps to view the hidden draw tools.

1. Click the **Draw** tab.
2. Click and hold one of the visible tools shown below to display and select one of the options. Selecting a hidden tool changes the default option.

Routable Road/Routable Trail Tool

Waypoints/Tracks Tool

Line/Arc/Spline Tool

Polygon/Rectangle/Circle Tool

MapNote/Text Label/Symbol/Image Tool

Geocaching Features

Geocaching is a fun outdoor activity that uses a GPS device for treasure hunting. Geocaching is enjoyed by all kinds of people—from families with small children to active outdoor adventurers. You use your GPS device to follow clues to caches hidden by other geocachers.

Your application has several features designed to enhance the interaction between a GPS device and the cache information provided at Geocaching-The Official Global GPS Cache Hunt Site.

- Use the import file option in the Draw tab to import:
  - Geocaching.com Location (.loc) files. These files contain the cache code, cache name, and the latitude and longitude for the cache location.
  - GPS Exchange (.gpx) files have full cache descriptions and hints that you can view in the Waypoint comment field.
- When you import geocaches, you create a link back to the detailed www.geocaching.com website from each waypoint.
- Geocaching symbols are included in the PN-Series symbol set.

Draw File Management

Creating a New Draw File

There are five different types of draw files:

- **DrawLayer**—Created when you add a line, arc, spline, circle, rectangle, polygon, symbol, MapNote, or text label to the map.
- **RoadLayer**—Created when you add a routable road.
- **TrailLayer**—Created when you add a routable trail to the map.
- **WaypointLayer**—Created when you add a waypoint to the map.
- **TrackLayer**—Created when you add a track to the map.

A draw file is automatically created when you add a draw object to the map and there are no draw files of that type included in or contained in the current project.

You can control the creation of new draw files in the draw file editing area.

To Create a New Draw File

Use the following steps to create a new draw file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   A selected check box next to the draw file's name in the file list indicates the file is displaying on the map.
   Note The draw file editing area is categorized by draw file type. For example, all roadlayer files are grouped together in the list, all drawlayer files are grouped together, and so on.
3. Click **New** and then click **Draw**, **Road**, **Trail**, **Waypoint**, or **Track**.
   The new file is now the active draw file. Each draw file type has an active file.
4. Optional. If you want to rename the draw file:
   Right-click the draw file in the draw file editing area and click **Rename**. Type the new name in the **Name** box and press the ENTER key on your keyboard.
   OR
   Click the draw file in the draw file editing area and then click it again (do not double-click). Type the new name in the **Name** box and press the ENTER key on your keyboard.
5. Optional. If you want to ensure no changes are made to a particular draw file, select the **Lock** check box for that draw file in the draw file editing area.
6. Click **Save**.
7. Click **Done** to return to the main Draw tab area.

Note You can save new draw files any time. For more information, see Saving a Draw File.

Saving a Draw File

After you finish adding draw objects to a draw file, you can save them in a draw file that you can view or edit later. Any time you edit a draw file, click **Save** to save your changes.

To Save a New Draw File

Use the following steps to save a draw file.

1. Click the **Draw** tab.
2. Click **File**.
3. Click **Save**.
   Draw files are saved by default in *C:\DeLorme Docs\Draw* with .an1 extensions.
4. Click **Done** to return to the main Draw tab area.

Deleting a Draw File

You can delete a draw file you just created or one you previously saved.

To Delete a Draw File

Use the following steps to delete a draw file.

1. Open the project that contains the draw file you want to delete.
2. Click the **Draw** tab.
3. Click **File** to open the draw file editing area.
   A draw file with a selected check box displays on the map.
   Note The draw file editing area is categorized by draw file type (for example, all road layers are grouped together in the list, all draw layers are grouped together, and so on).
4. Select a draw file from the file list and then click **Delete**.
   Click **Yes** in the confirmation message box to delete the object or click **No** to cancel.
   OR
   Right-click the draw file in the list and click **Delete.**
   Click **Yes** in the confirmation message box to delete the object or click **No** to cancel.
5. Click **Done** to return to the main Draw tab area.

Hiding Draw Files

You can hide draw files you created. This removes from view all the draw objects in that file without permanently deleting them.

To Hide a Draw File

Use the following steps to hide a draw file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   Note The draw file editing area is categorized by draw file type. For example, all road layers are grouped together in the list, all draw layers are grouped together, and so on.
3. Hide any files in the file list by clearing the check box next to the file name.

- A draw file with a selected check box displays on the map.
- A draw file with a cleared check box does not display on the map.

4. Click **Done** to return to the main Draw tab area.

Editing/Locking Draw Files

You can edit the current active (editable) draw file. You can also lock a draw file, making it uneditable.

To Edit a Draw File

Use the following steps to edit a draw file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
3. Verify the draw file you want to edit is displaying on the map. A draw file with a selected check box displays on the map.
4. Verify that the file is selected in the **Active** column in the file editing area.
5. Click **Done** to return to the main Draw tab area.
6. Click the **Select** tool and then click the draw file object on the map that you want to edit.
7. Click **File** and then click **Save** to save the changes you made to the draw file.
8. Click **Done** to return to the main Draw tab area.

To Lock a Draw File

Use the following steps to lock a draw file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
3. Select the **Lock** check box for each draw file you want to lock.
   Note Clear the **Lock** check box to make changes to a draw file.
4. Click **Done** to return to the main Draw tab area.

Exporting Draw Files to Text Files

You can export draw files as text files. Draw objects exported to text files contain coordinate information for each line, area, or point object. You can open these text files in other DeLorme products.

To Export Draw Files to Text Files

Use the following steps to export an existing draw file to a text file.

1. Click the **Draw** tab.

2. Click **File** to open the draw file editing area.
   A draw file with a selected check box displays on the map. The Active column shows the active layers.
3. From the file list, click the draw file to export.
4. Click **Export**.
   The Export Draw File dialog box opens.
5. Browse to a directory in which to save the file or use the default destination of *C:\DeLorme Docs\Export*.
6. Select **Text File** from the **Save as Type** drop-down list.
7. Type a name for the file in the **File** name text box. The default name is root name of the layer.
8. Select the datum and coordinate format for the text file.
9. Click **Save**.
10. Click **Done** to return to the main Draw tab area.

Exporting Track Data Files to Text Files

You can export track files containing athletic data as text files. Tracks with athletic data exported to text files contain the data from the device, such as speed, heart rate, etc.

To Export Track Data Files to Text Files

Use the following steps to export an existing draw file to a text file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   Any draw file with a selected check box displays on the map. The Active column shows the active layers.
3. From the file list, click the track file to export.
4. Click **Export**.
   The Export Draw File dialog box opens.
5. Browse to a directory in which to save the file or use the default destination of *C:\DeLorme Docs\Export*.
6. Select **Channel Data Text File** from the **Save as Type** drop-down list.
7. Type a name for the file in the **File** name text box. The default name is root name of the layer.
8. Select the datum and coordinate format for the text file.
9. Click **Save**.
10. Click **Done** to return to the main Draw tab area.

Exporting Track or Waypoint Files to GPX Files

You can export track or waypoint files as GPX files. GPX files derived from tracks contain the elevation, time, and GPS status for each point in the track. GPX files derived from a waypoint file include the waypoint name, comment, URL, lat/lon, elevation, time, GPS status and the symbol name. You cannot export more than one waypoint/track layer into a single GPX file.

To Export Track or Waypoint Files to GPX Files

Use the following steps to export an existing track or waypoint file to a GPX file.

1. Open the project containing the track or waypoint file you want to export.
   OR
   Create a new track or waypoint file for exporting.
2. Click the **Draw** tab.
3. Click **File** to open the draw file editing area.
   A draw file with a selected check box displays on the map. The Active column shows the active layers.
4. Select the track or waypoint file to export from the file list.
5. Click **Export**.
   The Export Draw File dialog box opens.
6. Browse to a directory in which to save the file or use the default destination of *C:\DeLorme Docs\Export*.
7. Select **GPX File** from the **Save as Type** drop-down list.
8. Type a name for the file in the **File** name text box. The default name is DrawExport.
9. Click **Save**.
10. Click **Done** to return to the main Draw tab area.

Importing Files to Draw Files

You can import many types of files as draw files. The file items display as draw objects within the draw file.

You can also use the Exchange dialog to download waypoint and tracks to the Draw tab. See the Help topics under *Using Handheld Devices* for more information.

See the chart at the end of this topic to learn what is imported for each type of file.

Important To add a track Draw file (*.an1), to a project, click the **Add** button on the Map Files tab. For more information, see Editing a Project.

To Import Files

Use the following steps to import a file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
3. Click **Import**.
   The Import Draw File dialog box opens.
4. Browse to the source folder of the file. The default location is *C:\DeLorme Docs\Export*.
5. From the **Files of type** drop-down list, select the type of file you want to import.
6. If you selected Text File or All Files from the Files of Type drop-down list, select the file's coordinate and datum from the applicable drop-down lists.
   OR
   If you selected GPS Log File format, select how you want the file to display on the map from the **Import As** drop-down list.

7. Select the file and then click **Open**. The draw objects in the imported file display. A new draw file is automatically created for the imported file.
8. Click **Done** to return to the Draw dialog area.

Notes

You can import a file containing survey information as long as the survey information is formatted correctly.

- The file must start with **Begin Survey** and end with **End**.
- The second line must be a coordinate.
- The remainder of the file can be made up of lines or arcs. A line is defined by direction and length.
- A curve is defined by the word curve, followed by a letter representing the side of the arc to put the radius. This is followed by the length of the radius and the length of the arc. The arc is completed with a bearing from the start to finish point.
- For more information, see Sample Survey File.

If you import this type of file...	That results from this source...	The following is imported...
Address Book (.txt, .csv)	Address Book File	Draw objects display with the current symbol and style selections. **Notes** Files must be tab or comma-delimited. Format: name, address, city, state, ZIP Code, phone. Files must be less than 250 records long.
Text File (.txt)	Lat/Lon Text File	Draw objects display with the current symbol and line style selections.
GPS Log File (.gpl)	Any DeLorme product that supports GPS tracking	Line or waypoint object displays with the current line preferences.
GPX File (.gpx)	DeLorme product or third-party application	May contain one or more routes, tracks, or waypoints, as well as comments. **Notes** When you import a GPX file, all the waypoints, tracks, comments, and routes found in the file are imported at the same time. When you download a GPX file from www.geocaching.com,

		the hints on the website are added to the Comments column of the file. When you export the file to an Earthmate PN series GPS device, the comments are included.
Location File (.loc)	Waypoint file from www.geocaching.com	Coordinate information, name, and URL link.
Magellan Track File (.log)	Magellan Track Log	Latitude, longitude, elevation, name and date/time (if specified).
Magellan Waypoint File (.upt)	Magellan Waypoint File	Latitude, longitude, elevation, name, comment, and symbol are imported.
Draw Layer Files	Topo USA 2.0 (.ano)	Draw objects display with the current symbol and line style selections.
MapDocs (.sa7, .sa8, .sa9, .mn5, .mn6, .mn7)	▪ Street Atlas USA 8.0, 8.0, and 9.0. ▪ AAA Map'n'Go 5.0, 6, and 8.0	Draw objects display with the current symbol and line style selections.

Formatting a Text File to Import as a Draw File

These are the formatting conventions, with examples, for creating a text file to import as a draw file.

Draw Object	Format	Example
Line	BEGIN LINE LAT, LON LAT, LON LAT, LON END	BEGIN LINE 43.807801,-70.164440 43.807629,-70.163801 43.807211,-70.162746 43.806707,-70.163400 43.806696,-70.163905 43.807125,-70.164768 43.807801,-70.164440 END
Spline	BEGIN SPLINE LAT, LON LAT, LON LAT, LON LAT, LON	BEGIN SPLINE 43.807801,-70.164440 43.807629,-70.163801 43.807211,-70.162746 43.806707,-70.163400

	END	43.806696,-70.163905 43.807125,-70.164768 43.807801,-70.164440 END
Arc	BEGIN ARC LAT, LON LAT, LON LAT, LON LAT, LON END	BEGIN ARC 43.807801,-70.164440 43.807704,-70.162775 43.807211,-70.162746 43.807430,-70.163644 END
Polygon Rectangle	BEGIN POLY LAT, LON LAT, LON LAT, LON LAT, LON END	BEGIN POLY 43.808692,-70.165392 43.808692,-70.162493 43.806621,-70.162493 43.806621,-70.165392 43.808692,-70.165392 END
Circle	BEGIN CIRCLE LAT, LON, Radius END	BEGIN CIRCLE 43.807662,-70.163935,0.114611 END
Symbol	BEGIN SYMBOL LAT, LON, Name, Symbol Name END	BEGIN SYMBOL 43.807662,-70.163935,DeLorme, Blue Pin END
MapNote	BEGIN NOTE LAT, LON, Text END	BEGIN NOTE 43.807662,-70.163935,DeLorme END
Text Label	BEGIN TEXT LAT, LON, Text END	BEGIN TEXT 43.807662,-70.163935,DeLorme END

Copying a Map Line to a Draw File

Map lines that you can copy to draw objects include segments of all types of roads and highways, railroads, power lines, pipelines, rivers or streams, Zip Code boundaries, and grid lines.

To Copy a Map Line

Use the following steps to copy a map line to a draw file.

1. Pan the map and zoom to the data zoom level.
   OR
   Open the project with the map view you want.
2. Right-click the object on the map you want to bring into the draw file, point to **Manage Draw**, point to **Copy to Draw Object**, and then click the object in the list.
   The object is copied into the draw file using the current line style selections.

Saving a Track as a GPS Log

You can save any track as a GPS log with the right-click feature.

To Save a Track as a GPS Log

Use the following steps to save a track as a GPS log.

1. Place a track on the map.
2. Right-click the track, point to **Manage Draw**, and then click **Save as GPS Log File**.
3. Browse to the location where you want to save the .gpl file. The default location is *C:\DeLorme Docs\GPSLogs*.
4. Type the file name in the **File Name** text box.
5. Click **Save**.
   The original track is retained in its draw file and a new GPS log is created.

Viewing the Contents of a Draw File

Once you create a draw file (draw, road, trail, waypoint, or track layer), you can view the contents of that file using the More button in the File view of the Draw tab.

To View the Contents of a Draw File

Use the following steps to view the contents of a draw, road, trail, waypoint, or track file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   All the files you have created display in a table. A draw file with a selected check box displays on the map.
3. Click to select the file that includes the contents you want to view.
4. Click **More**.
   The tab area increases in height and the file contents table displays. The information that displays in the table is dependent on the file type that is selected.
   - **Draw layer** contents include the draw object label (name), comments about the draw object, the URL assigned when the draw object was added to the map, the date and time the object was last modified, and the draw object type (symbol, line, polygon, circle, etc.).

- **Road layer** contents include the routable road name, comments about the routable road, the URL assigned when the routable road was added to the map, the date and time the routable road was last modified, and the length of the road (in the measurement chosen in the Display settings).
- **Trail layer** contents include the routable trail name, comments about the routable trail, the URL assigned when the routable trail was added to the map, the date and time the routable trail was last modified, and the length of the trail (in the measurement chosen in the Display settings).
- **Waypoint layer** contents include comments about the waypoint, the URL assigned when the waypoint was added to the map, the date and time the waypoint was last modified, the coordinates of the waypoint, the elevation of the waypoint, and the symbol name.
- **Track layer** contents include comments about the track, the URL assigned when the track was added to the map, the date and time the track was last modified, the start and finish time of the track, the total time of the track, the distance of the track (in the measurement chosen in the Display settings), and the number of readings that the track includes.

5. Optional. Double-click a draw object in the table to center the map on its location.
   OR
   Right-click the draw object in the table and click **Go To**.
6. Optional. To sort the columns of data in the table in ascending order, click the column header. Click the column header again to sort in descending order.
7. Optional. To modify a draw object's name, comment, or URL, in the table, click the draw file in the draw file editing area and then click it again (do not double-click). Type the new name in the **Name** box and press the ENTER key on your keyboard.
   OR
   Right-click the draw file in the draw file editing area and click **Rename**. Type the new name in the **Name** box and press the ENTER key on your keyboard.
   Note To add a line break to text in the Comment field, press CTRL+ENTER on your keyboard.
8. Optional. To view the contents of a track file in a dialog box, right click the file in the draw file editing area and click **Details**.
9. Optional. To launch a Web browser for a draw object that includes a URL, right-click the file in the draw file editing area and click **Launch Browser**.
10. Optional. To delete a draw object, click the draw object in the table and click the **Delete** button.
    Click **Yes** in the confirmation message box to delete the object or click **No** to cancel.
    OR
    Right-click the draw object in the table and click **Delete**.
    Click **Yes** in the confirmation message box to delete the object or click **No** to cancel.
11. Optional. Click **Less** to return the tab height to its default height.

Note To edit the Comments field, click once in the cell, type your text in the box, and then press ENTER on your keyboard. When you hover your cursor over a comment, the entire comment displays as a ToolTip.

Copying a Draw File

There are two different ways to copy a draw file. You can create an exact copy of an existing file, retaining its draw file type, or you can copy the contents of an existing file and save it as a different file type (for example, convert a road layer to a draw layer).

To Copy a Draw File

Use the following steps to copy a draw file.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
3. Click to select the file that you want to copy.
4. Click **Copy To**.
   A menu displays the available layer types; Road, Trail, Waypoint, and Track.
   Note If a layer type is not available in the menu, it is because the original draw file that you are copying does not contain data that is pertinent to that file type. For example, you cannot copy a draw layer that contains area objects (such as circles) to a road layer that requires line objects.
5. If you want to create an exact copy of the original file, select the layer type that matches the original file.
   A new file is created and inserted into the table.
   OR
   If you want to copy the file and save it as a different layer type, select the option you want.
   A new file is created and inserted into the table.

Tip You can also change a draw object type using the right-click feature. For more information, see Changing Draw Object Types.

Changing Draw Object Types

When you add a draw object to the map, a draw file is automatically created that includes that object. The draw file type varies depending on the draw object that was created.

Draw Object Type	Draw File Type
Routable Road	Road Layer
Routable Trail	Trail Layer
Waypoint	Waypoint Layer
Track	Track Layer
Area Object (Polygon, Circle, Rectangle)	Draw Layer

Point Object (MapNote, Text Label, Symbol, Image)	
Line Object (Line, Arc, Spline)	

You can right-click a draw object on the map and change it to a road, track, trail, waypoint, or draw layer, depending on the type of draw object you selected. When the draw file type is changed, the original draw file is maintained and a copy is made and switched to the new draw file type, leaving you with two files: the original draw file and the copied draw file, which has a new draw file type.

To Change a Draw Object

Use the following steps to change a draw object type.

1. Use the **Draw** tab to place a draw object on the map.
2. To change a routable trail, track, or line to a road layer, right-click the object on the map, point to **Manage Draw**, and then click **Copy to Active Road Layer**.
   OR
   To change a routable road or routable trail to a track layer, right-click the object on the map, point to **Manage Draw**, and then click **Copy to Active Track Layer**.
   OR
   To change a routable road, track, or line to a trail layer, right-click the object, point to **Manage Draw**, and then click **Copy to Active Trail Layer**.
   OR
   To change a routable road, routable trail, waypoint, or track to a draw layer, right-click the object on the map, point to **Manage Draw**, point to **Copy to Draw Object**, and then click the object to copy to.
   OR
   To create a copy of an existing area object, point object, or line object, right-click the object on the map, point to **Manage Draw**, point to **Copy to Draw Object**, and then click the object to copy to.
   OR
   To change a track to a GPS log, right-click the track on the map, point to **Manage Draw**, and click **Copy Track to GPS Log**.
   OR
   To change a symbol to a waypoint, right-click the symbol on the map, point to **Manage Draw**, and click **Copy Symbol to Waypoint**.

Tip You can also change a draw file type using the File section of the Draw tab. For more information, see Copying a Draw File.

Renaming a Draw File

Once you create a draw file, you can rename it in the draw file list or on the map.

To Rename a Draw File

Use the following steps to rename a draw file.

1. Click the **Draw** tab.

2. Click **File** to open the draw file editing area.
   All the files you have created display in a table. A draw file with a selected check box displays on the map.
3. Right-click the draw file and click **Rename**.
   The file name area activates.
   OR
   Click within the file name cell once. Then, click it again (do not double click).
   The file name area activates.
4. Type the new file name in the cell and press the ENTER key on your keyboard.

Creating a Direct Route from a Line Object

Once you have placed a routable road, trail, line, arc, or spline on the map, you can use the right-click feature to create a direct route using the points in that line object.

To Create a Route from a Routable Road, Trail, Line, Arc, or Spline

Use the following steps to create a direct route from a road, trail, line, arc, or spline.

1. Place a routable road, trail, line, arc, or spline on the map.
2. Right-click the line object on the map and click **Create Route from Line**.
   The original line object is retained in its draw file and a new direct route is created.
3. To view information about the route, click the **Route** tab and then click the **Directions** subtab.

Copying a Draw Object From One Draw File to Another

You can copy draw objects from one draw file to another using the right-click feature in the draw file list. Copying retains the draw object in the original draw file while placing a copy of it in a selected draw file. If you want to move a draw object to another draw file, see Moving a Draw Object to a Different Draw File.

To Copy a Draw Object to a Different Draw File

Use the following steps to copy a draw object.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   All the files you created display in a table. A draw file with a selected check box displays on the map.
3. Click to select the file that includes the contents you want to copy.
4. Click **More**.
   The tab area increases in height and the file details table displays. The information that displays in the table is dependent on the file type that is selected.
5. Right-click the draw object that you want to copy to another draw file, point to **Copy To**, and then click the draw file you want to copy the object to.

The draw object remains in the original draw file and is copied to the selected draw file.

Note To select multiple draw objects in the file list, press and hold the CTRL key and click each file OR to select multiple sequential files, press and hold the SHIFT key and click the first and last file.

Moving a Draw Object to a Different Draw File

You can move a draw object to a different draw file using the right-click feature in the draw file list. In order to move a draw object to another draw file, a secondary, compatible draw file must exist.

Moving a draw object removes it from the current draw file. If you do not want to remove it, but copy it to another draw file, see Copying a Draw Object from One Draw File to Another.

To Move a Draw Object to a Different Draw File

Use the following steps to move a draw object.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   All the files you have created display in a table. A draw file with a selected check box displays on the map.
3. Click to select the file that includes the contents you want to copy.
4. Click **More**. The tab area increases in height and the file details table displays. The information that displays in the table is dependent on the file type that is selected.
5. Right-click the draw object you want to move, point to **Move To**, and then click the draw file you want to copy the object to—all compatible draw files display in the Move To list.
   The draw object is moved to the new destination.

Using Draw Objects

Copying and Placing Draw Objects

You can copy any draw object you place on the map.

To Copy Draw Objects

Use the following steps to copy draw objects.

1. Open the project that contains the draw object you want to copy.
2. Click the **Draw** tab.
3. To copy a single draw object, click the **Select** tool and then click the draw object on the map. A box displays around the active object.
   OR

To copy multiple draw objects, click the **Select** tool and then drag a box over the draw objects you want to copy.

4. To copy, press the CTRL+C keys on your keyboard.
5. To paste, press CTRL+V on your keyboard. The newly copied object is placed directly **on top of** the original (copied) object.
6. To move the copied object, use the table below.

If the draw object is a...	Then...
Routable Road, Routable Trail, Track, Line, Arc, Spline, Polygon, Rectangle, Circle, or MapNote	Press and hold the SHIFT key on your keyboard and drag the object to the new location.
Symbol or Text	Drag the object to the new location.

Tips

- To undo the move of the pasted draw object, click the **Undo** button to undo the last action. If you decide not to undo the last action, click the **Redo** button .
- If you undo the first move of the pasted object, the object is placed back on top of the original (copied) object.
- To copy and move a single object, select the draw object you want to copy, press the CTRL key on your keyboard, and drag the draw object to the new location.
- If the item you copied does not successfully paste, it may be because you clicked out of the map display. To focus the cursor back on the map, click inside the map display. Then, try pasting again.

Moving Draw Objects

You can move any draw object you place on the map using the Draw tab from one location to another.

To Move Draw Objects

Use the following steps to move draw objects.

1. Open the project that contains the object you want to move.
2. Click the **Draw** tab.
3. Click the **Select** tool and click the draw object you want to move. A box displays around the active object.

   You can move draw objects in different ways:

If the object is a(n)...	Then...
Routable Road, Routable Trail, Track, Line, Arc, Spline,	Press and hold the SHIFT key on your keyboard and drag the object to the new

Polygon, Rectangle, or Circle	location. OR Press the arrow keys on your keyboard to move the object up, down, right, or left.
Symbol or Text	Press the arrow keys on your keyboard to move the object up, down, right, or left. OR Drag it to the new location.
MapNote	To move the entire MapNote, press and hold the SHIFT key on your keyboard and drag the object to the new location, or position your cursor between the MapNote text and the anchor and drag the entire MapNote to the desired location. OR To move the MapNote's anchor, drag the MapNote's anchor to the new location. OR To move the MapNote's text, drag the MapNote's text to the desired location.

Tip To undo a draw object move, click the **Undo** button to undo the last action. If you decide not to undo the last action, click the **Redo** button .

Notes You can also move draw objects or their points by typing a new coordinate or distance and bearing/angle number within the corresponding text boxes.

- Type new coordinates and click **Apply** to move circles, symbols, text, and MapNotes. The whole object moves to the entered location. If you change the distance and bearing numbers, the object moves in relationship to the object's last location.
- Type new coordinates and click **Apply** to move individual end points (small red circles) in line segments in routable roads, trails, lines, splines, polygons, rectangles, and arcs. If you change the distance and bearing numbers of the individual points (not recommended for rectangles), the end point's distance and bearing/angle change in relationship to the start point of the segment.

Renaming a Draw Object

Once you create a draw object, you can rename it in the draw file list or on the map.

To Rename a Draw Object in the File List

Use the following steps to rename a draw object in the file list.

1. Click the **Draw** tab.

2. Click **File** to open the draw file editing area.
   All the files you have created display in a table. Any draw file with a selected check box displays on the map.
3. Click to select the file that includes the draw object you want to rename.
4. Click **More**.
   The tab area increases in height and the file details table displays. The information that displays in the table is dependent on the file type that is selected.
5. Right-click the draw object and select **Rename**.
   OR
   Click within the file name cell once. Then, click it again (do not double click).
6. The file name area activates. Type the file name and press the ENTER key on your keyboard.

To Rename a Draw Object on the Map

Use the following steps to rename a draw object on the map.

1. Open the project that contains the draw object you want to rename.
2. Right-click the waypoint, point to **Manage Draw** and click **Edit Draw Object Text**. The waypoint text box opens.
   Note If you have more than one waypoint close together, you may have to select from a list.
   OR
   Click the **Select** tool , click the waypoint, and click the waypoint again (do not double-click). The waypoint text box opens.
3. Type the new name in the box and press ENTER on your keyboard OR click away from the box.

Deleting Draw Objects

Once you place a draw object on a draw file, you can delete the object. You can also delete multiple or all draw objects in the active draw file.

To Delete One Draw Object

Use the following steps to delete a draw object.

1. Open the existing project that contains the draw object you want to delete.
2. Click the **Draw** tab.
3. Click the **Select** tool and then click the draw object on the map to select it. A box displays around the selected object.
4. Click **Delete** in the Draw dialog area.
   OR
   Press the DELETE key on your keyboard.
   OR
   Right-click the object and then select **Manage Draw / Delete Draw Object**.

Tip To bring back the last draw object you deleted, click the **Undo** button to undo the last action. You can undo approximately 200 events in a single project.

Note You can also delete a draw object using the right-click feature in the draw file list. Click the **File** button in the Draw tab, click to select the Draw File that contains the object you want to delete, click **More**, right-click the object, and then click **Delete**.

To Delete Multiple Draw Objects

Use the following steps to delete several draw objects.

1. Click the **Draw** tab.
2. To select multiple draw objects, click the **Select** tool , click the first draw object on the map to select it, and then press and hold the SHIFT key on your keyboard while clicking each additional draw object you want to delete. A box displays around each selected object.
   OR
   To select multiple draw objects, click the **Select** tool , drag a box over the draw objects you want to delete.
3. Click the **Delete** button in the Draw dialog area.
   OR
   Press the DELETE key on your keyboard.
   OR
   Right-click the object and then click **Manage Draw / Delete Draw Object**.

   A message box displays asking if you want to delete the draw objects from the current file.
   - If you click **Yes**, all selected draw objects in the file are deleted. You cannot undo this action.
   - If you click **No**, no objects are cleared from the file.

To Delete All Draw Objects

To delete all draw objects from an unsaved draw file, click the Draw tab and, click a draw object button that represents the draw file you want to clear (for example, if you want to clear a RoadLayer, click the Routable Roads tool) and then click **Clear All**. A message box displays asking if you want to clear all draw objects from the current file.

- If you click **Yes**, all draw objects in the file are cleared. You cannot undo this action.
- If you click **No**, no objects are cleared from the file.

Snapping Draw Objects

You can snap any draw object to the exact coordinates of a point in another draw object. You can also snap the central shape point of an arc to another object.

To Snap a Draw Object to the Coordinates of Another Object

Use the following steps to snap a draw object to the coordinates of another draw object.

1. Click the **Draw** tab.

2. Click the **Select** tool and then click the draw object on the map.
   A box displays around the active object. Shape points display as small, magenta squares.
3. Select an end point from any of the line segments within the draw object.
   It displays as a red or green circle.
4. Drag the point to:
   - Any other shape point within a line, spline, polygon, arc, or rectangle.
   - The center point of a circle.
   - The anchor of a symbol.
   - The base point of a text label.
   - The text box anchor point of a MapNote.

   When you drag your shape point over a point on the draw object, a yellow diamond defines the snap point . Release the point you dragged when the snap point displays. The active draw object is then snapped to the other object's point coordinate.

Tip To undo a draw object snap, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

Notes

- Do not snap one end point of an arc to the other end point in the same arc.
- To turn the snapping feature off, press the ALT key on the keyboard while dragging the draw object.

To Snap the Central Shape Point of an Arc to Another Object

Use the following steps to snap the central shape point of the arc to another object.

1. Click the **Draw** tab.
2. Click the **Select** tool and then click the arc on the map.
   A box displays around the active object. Shape points display as small, magenta squares.
3. While pressing the SHIFT key on the keyboard, drag the center point of the arc line over a point on the draw object until the snap point (the yellow diamond) displays.
4. Release the arc. It is snapped to the other object's point coordinate.

Adding Points to Draw Objects

You can add points to routable road, trail, line, spline, and polygon draw objects to change the shape of the object.

To Add Points to Draw Objects

Use the following steps to add points to routable roads, trails, lines, splines, and polygons.

1. In the Draw tab, click the **Select** tool , and then click the draw object you want to edit.

A box displays around the line indicating it is active. The shape points of the draw objects display as small, magenta squares.

2. Click the line between two shape points in the object and drag.
   A new point is created, as well as a new line segment within the object. The new segment displays with its first and last end points, as well as a text box indicating the new point's bearing or angle, length of the new segment (leg), and total object's length on the map.

Tip To undo the addition of the point to the draw object, click the **Undo** button to undo the last action. If you decide not to undo the last action, click the **Redo** button.

Deleting Points and Line Segments from Draw Objects

You can delete points from routable road, routable trail, track, line, spline, and polygon draw objects to change the shape of the object.

To Delete Points and Line Segments from Draw Objects

Use the following steps to delete points and line segments from draw objects.

1. Click the **Draw** tab.
2. Click the **Select** tool and click the draw object you want to edit.
   A box displays around the line indicating it is active. The shape points of the linear objects display as small, magenta squares.
3. Select the shape point.
   The point displays as either a green or red end point depending upon the line segment it is associated with.
4. Click **Delete** in the Draw display area.
   OR
   Press the DELETE key on your keyboard.
   The point is deleted, as well as the line segment within the draw object that was associated with that point.

Tip To undo the addition of the point to the draw object, click the **Undo** button to undo the last action. If you decide not to undo the last action, click the **Redo** button.

Labeling a Draw Object

You can label any draw object. Once you label a draw object, you can search for it using the QuickSearch function in the Find tab or by typing the draw object label in any of the routing fields in the Route tab.

To Label a Draw Object

See the labeling procedures below for each of the draw objects.

For this Draw Object...	Use this labeling procedure...
Routable Roads Routable Trails	Type the name of the street/trail in the text box available in the Draw dialog area.
Arcs	1. Place the object on the map.

Circles Lines Polygons Rectangles Splines Tracks Waypoints	2. Using the **Select** tool , click the draw object once. A gray box displays around the draw object. 3. Click the draw object again. A text box displays. 4. Type the label name in the text box and then press the ENTER key on your keyboard.
Images MapNotes Symbols Text Labels Waypoints	1. Place the object on the map. The URL/Label text box opens. 2. Type the label for your draw object in the **Label** section of the text box. **Note** When viewing a hyperlinked draw object on the map, the object displays as an active hyperlink. If you want to click the object without opening the hyperlink, press the CTRL key on your keyboard while you click the draw object.

Routable Roads, Trails, Tracks, Lines, Arcs , and Splines

Drawing Routable Roads or Trails on the Map

The Routable Road and Routable Trail tools allow you to add a new road or trail to a draw layer in the current project. You can then incorporate any new roads or trails you add to a route when you create a route. You must be at data zoom level 11-0 or greater when adding roads or trails with the Routable Road tool or Routable Trail tool.

To Draw Routable Roads or Trails

Use the following steps to add routable roads/trails to a road layer.

1. Click the **Draw** tab.
2. Click and hold the **Routable Road/Routable Trail** tool and select the tool you want.
3. Type the name of the road or trail you want to add in the **Road/Trail Name** text box.
   Name each routable road/trail you add so you can locate it using the find feature.
4. Hover the mouse pointer over existing roads and trails to display the yellow diamond symbol . The yellow diamond symbol indicates where on an existing road the point for your new road will connect (connection point).
   Notes
   - The new road must connect to an existing non-limited access road for routing to occur on the new road.
   - Each time you intersect an existing road or trail, hover the mouse over the road/trail to display the yellow diamond symbol and click to

create a connection point before continuing to draw. If you draw the line over the road/trail without creating a connection point, routing cannot occur along the intersection.

5. Once you locate the connection point for your new road or trail, click the map to place the first point. Click point-to-point or drag to add the new road/trail to the draw layer.
   The following information is available as you add each point in your road or trail:
   - The coordinates of each point display in the corresponding text boxes.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
6. To finish the line draw for the new road or trail, enter the last point on the map screen and click **Done**.
   The new road or trail displays on the map with the name you typed in the Road/Trail Name text box.
   You can also finish the line draw by pressing the ENTER key on your keyboard or double-clicking while entering the last point of the line.

Drawing a Line, Arc, or Spline on the Map

You can add lines, arcs, and splines to a draw file and adjust their line style, color, width, and display them with map line features.

- Use **lines** to mark boundaries or to add railroads or utility lines. You can draw lines with varied line styles, weights, and colors, including lines that reflect actual map line types.
- Use **arcs** to add curved line features to a draw file. You can draw arcs with varied line styles, weights, and colors, including lines that reflect actual map line types.
  Note An arc is created by entering only three points on the map. The first and second points determine the distance of the first arc base from the last arc base. The third point, placed between the first two, determines the radius of the arc and fixes the arc in place.
- Use **splines** to add trails or any other map feature that contains curves. You can draw splines with varied line colors, weights, and styles, including lines that reflect actual map line types.
  Note As you draw a spline, points are entered in much the same way as those entered when creating a line. The difference between a line and a spline is that when you enter each point, the line segment between the points curves instead of staying straight.

To Draw a Line, Arc, or Spline

Use the following steps to draw a line/arc/spline.

1. Click the **Draw** tab.
2. Click and hold the **Line / Arc / Spline** tool and select the tool you want.
3. Select a line/arc/spline style from the **Style** drop-down list.
4. Click the color button next to the **Style** drop-down list to select a line/arc/spline color.

5. If available, select a line/arc/spline width from the **Width** drop-down list.
6. If available, select the **Highlight** check box to make your line/arc/spline appear translucent on the map.
7. Select the **Show Measurement** check box to display information about the points on the map as you draw the line/arc/spline.
   As you add each point, a text box displays next to your pointer indicating the bearing or angle, leg (line segment) length, and total length of the line/arc/spline on the map. Labels display when end points are clicked if the Show Measurement check box is selected.
8. To draw a line or spline, click the map to designate the start and end points of each line segment.
   You can also drag your cursor on the map to draw a squiggly line.
   OR
   To draw an arc, click the map to designate the start and end points of the arc.
   - The coordinates of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
9. To finish the line/arc/spline, click the last point on the map screen and then click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the line/arc/spline.

Drawing a Track on the Map

You can add tracks to the map and adjust their line style, color, width, and display them with map line features.

To Draw a Track

Use the following steps to draw a track.

1. Click the **Draw** tab.
2. Click and hold the **Track / Waypoint** tool and select the **Track** tool .
3. Select a track style from the **Style** drop-down list.
4. Click the color button next to the Style drop-down list to select a track color.
5. Select a track width from the **Width** drop-down list.
6. Select the **Highlight** check box to make your track appear translucent on the map.
7. Select the **Show Measurement** check box to display information about the points on the map as you draw the track.
   As you add each point, a text box displays next to your pointer indicating the bearing or angle, leg (line segment) length, and total length of the track on the map. Labels display when end points are clicked if the Show Measurement check box is selected.

8. Click the map to designate the start and end points of each line segment. You can also drag your cursor on the map to draw a squiggly line.
    - The coordinates of each point display in the corresponding text boxes to the right of the line options.
    - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
9. To finish the track, click the last point on the map screen and then click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the track.

Tip To get information about a track, right-click it on the map and click **Info**. The Info tab opens with information about the track.

Editing a Routable Road, Routable Trail, Line, Arc, or Spline

Once you create a line object (routable road, routable trail, line, arc, or spline) you can edit (including reshaping or changing line color or width), copy, move, or delete it at any time.

To Edit a Line Object

Use the following steps to edit the shape of a routable road/trail, line, arc, or spline.

1. Open the project containing the draw layer with the line object you want to edit.
2. Click the **Draw** tab.
3. If the line object you want to edit is not active, click **File** and activate the draw file in the file list. Then, click **Done**.
4. Click the **Select** tool and then click the line object you want to edit.
    - A box displays around the selected line.
    - The shape points used to create the line object display as small, magenta squares.
5. Perform any of the following edits to the line object:
    - To edit any label on the line object, select it twice, then type the label in the text box that displays next to the line object.
      OR
      Select the line object and edit its label.
    - Reshape the line object by dragging any of its points to a new location. When you select a shape point of a line segment within an active line object:
        - A small green circle indicates the start end point of the selected line segment.
        - A small red circle indicates the last end point of the selected line segment.
    - Select the **Coordinate** or the **Distance and Bearing/Angle** option and edit the numbers. Click **Apply** to initiate the changes.

Note You can display either bearing or distance by clicking the drop-down arrow next to the **Bearing** or **Angle** text located below the distance text in the **Distance and Bearing/Angle** option.

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

Editing a Track

Once you download a track from a GPS receiver, you can edit (including reshaping or changing line color or width), copy, move, or delete it at any time.

To Edit a Track

Use the following steps to edit a track.

1. Open the project containing the draw file with the track you want to edit.
2. Click the **Draw** tab.
3. If the track you want to edit is not in the active draw file, click **File** and select the draw file from the draw file dialog area. Then, click **Done**.
4. Click the **Select** tool and click the track you want to edit.
   - A box displays around the selected track.
   - The shape points used to create the line display as small, magenta squares.
5. Change any of the track style, color, or weight options of the existing track.
   - To edit any label on a track, click the **Select** tool, select the line twice, then type the label in the text box that displays next to the track.
   - Reshape the track by dragging any of the points in the line to a new location. When you select a shape point of a line segment within an active line:
     - A small green circle indicates the start end point of the selected track segment.
     - A small red circle indicates the last end point of the selected track segment.
   - Select the **Coordinate** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

Placing a Routable Road, Routable Trail, Line, Arc, or Spline at a Specific Location

You can place any line object (routable road, routable trail, line, arc, or spline) at a specific coordinate location.

To Place a Line Object at a Specific Location

Use the following steps to place your line object at a specific coordinate location.

1. Click the **Draw** tab.
2. To place a routable road or trail, click and hold the **Routable Road / Routable Trail** tool and select the tool you want.
   OR
   To place a line/arc/spline, click and hold the **Line / Arc / Spline** tool and select the tool you want. Then, select the line, style, width (if available), and color for your line/arc/spline.
3. Select the **Coordinate** option, or use the **Distance and Bearing / Angle** option in conjunction with the Coordinate option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
   Note If you are placing an arc, enter new numbers into the Distance and Bearing/Angle text boxes for the two base points of the arc only. When the central shape point of the arc is selected, the text options change from Distance and Bearing/Angle to Radius and Direction. Enter the appropriate radius number and direction to change the radius for this point.
4. Click **Apply** and repeat the procedure for the second point.
   The line object displays on the map at those coordinates, distance, and bearing or angle.
   OR
   After placing the first point coordinate, move your pointer to the map screen and place the other points by hand by clicking on the screen.
5. To place additional points, lines, or other draw objects on the map in reference to the first line, enter a specific distance and bearing into the corresponding text boxes and click **Apply**.

Joining and Breaking Linear Objects

You can join two or more routable roads/trails, tracks, lines, arcs, or splines into a single entity. You can also break routable roads/trails, tracks, lines, or splines. You cannot break arcs.

To Join

Use the following steps to join linear objects.

1. Click the **Draw** tab.
2. Click the **Select** tool , press and hold the SHIFT key on the keyboard, and select any lines, arcs, or splines you want to join.
   OR
   Click the **Select** tool and drag a box around the linear objects you want to join.
   Note When joining the preceding types of line objects, you can mix and match lines, arcs, and splines. The result is always a line. However, when you join multiple splines, the resulting joined object is a spline.

3. Right-click, point to **Manage Draw**, and then click **Join Lines.**
   OR
   Join the lines by pressing CTRL+J or the keyboard shortcut combination you assigned for the joining function.
   The selected lines are joined.
   Note Any other objects selected during the multi-select process are ignored.

To Break

Use the following steps to break linear objects.

1. Click the **Draw** tab.
2. Click the **Select** tool and select the line object you want to break.
   - A box displays around the active line.
   - The shape points used to create the line display as small, magenta squares.
3. Click the shape point where you want to break the line, right-click, point to **Manage Draw**, and then click **Break Line.**
   OR
   Break the line by pressing CTRL+B or the keyboard shortcut combination you assigned for the breaking function.
   The line is broken into two segments at the designated point and you can edit each line separately.
   Note It is important that you perform steps 2 and 3 consecutively. If you pan the map, use another tab, and so on between steps, you may need to repeat the steps again to break your linear object.

Sending a Track to a PN-Series GPS

You can use the right-click menu to open the Earthmate PN-Series GPS Exchange dialog and send tracks from the map or the draw file editing area to an Earthmate PN-Series GPS.

To Send a Track to a PN-Series GPS from the Draw Tab

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   All the files you created display in a table.
3. Click to select the file that includes the contents you want to copy.
4. Click **More**.
   The tab area increases in height and the file details table displays. The information that displays in the table is dependent on the file type that is selected.
5. Right-click the track that you want to send, point to **Manage Draw**, and then click **Send to GPS**.
   Note To select multiple tracks in the file list, press and hold the CTRL key and click each file OR to select multiple sequential files, press and hold the SHIFT key and click the first and last file.
6. Click the **Send** button.

To Send a Track to a PN-Series GPS from the Map

1. Click the **Draw** tab.
2. Click the **Select** tool and then click the track on the map.
3. Right-click the track, point to **Manage Draw**, and then click **Send to GPS**. The Earthmate PN-Series GPS Exchange dialog box opens and the track appears under Selected Tracks.
4. Click the **Send** button.

Circles, Rectangles, and Polygons

Drawing a Circle, Rectangle, or Polygon on the Map

You can add area objects (circles, rectangles, and polygons) to a draw file in your current project. Area objects are those objects consisting of one or more closed line objects.

- Use **circles** to designate circular map features.
- Use **rectangles** to designate land boundaries or any other rectangular map feature.
- Use **polygons** to designate water bodies, land boundaries, or any other irregular map feature.

Once you have created an area draw object, you can edit (including reshaping or changing line color or weight), copy, move, or delete it at any time.

Note The best way to measure a large area on the map is with the circle, rectangle, and polygon tools in the Draw tab. When you draw an area object on the map, the area displays next to the object on the map. If you click off of the object, you can view the area again by clicking the **Select** tool in the Draw tab and then clicking the area object on the map.

To Draw a Circle, Rectangle, or Polygon

Use the following steps to add circles, rectangles, or polygons to the map.

1. Click the **Draw** tab.
2. Click and hold the **Polygon / Rectangle / Circle** tool to view its hidden options. Select the tool you want.
3. From the **Fill** drop-down list, select the fill style you want to apply to the area object.
4. Click the **Fill Color** button to the right of the **Fill** drop-down list to select the color for your fill style.
5. Select an outline style for your circle from the **Outline** drop-down list.
6. Click the outline color button to select a color for the outline of your area object.
7. Select the width for your area object outline from the **Width** drop-down list.
8. Select the **Show Measurement** check box to display area (and radius information for circles) on the map as you draw the object.

9. To draw a **circle**, click the location for the circle's center on the map and drag away from center to set the radius for the circle. Release as soon as you achieve the radius you want. The radius of the circle and the coordinates of the circle's center display in the corresponding text boxes to the right of the circle fill option area.
   OR
   To draw a **rectangle**, click the location for the rectangle's upper-left corner on the map and drag away from the corner to set the width, height, and area for the rectangle. Release as soon as you achieve the size you want. The coordinates of the upper-left corner point display in the corresponding text boxes to the right of the fill options. The distance and bearing/angle of the final corner point from the first corner point display in the corresponding text boxes to the right of the fill options.
   OR
   To draw a **polygon**, click the map to enter each point of the polygon. The coordinates of each point display in the corresponding text boxes to the right of the fill options. The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes. Labels display when end points are clicked if the Show Measurement check box is selected.
10. Click the **Select** tool and then click the area object on the map.
    A box displays around the object indicating that it is active.
11. Click the object again. A text box displays. Type the label in the text box and press the ENTER key on your keyboard.

Editing a Circle, Rectangle, or Polygon

Once you have created an area draw object, you can edit (including reshaping or changing line color or weight), copy, move, or delete at any time.

To Edit a Circle, Rectangle, or Polygon

Use the following steps to edit an area draw object.

1. Open the project containing the draw file with the area object you want to edit.
2. Click the **Draw** tab.
3. If the object you want to edit is not in the active draw file, click **File** and select the draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the **Select** tool and then click the object on the map.
   A box displays around the object indicating that it is active.
   OR
   To edit multiple objects, click the **Select** tool and then drag a box around the objects that you want to edit.
5. Change the object's fill, outline, and/or width option.
   OR
   If you selected a single circle, drag one of the magenta squares around the circle to change the circle's size. The center of the circle remains in its original location.
   OR
   If you selected a single rectangle, click one of the corner points of the

rectangle and drag to change its width, height, and area on the map.
OR
If you selected a single polygon, click one of the shape points of the polygon and drag to change its bearing or angle, the leg length, and polygon area on the map. Reshape the polygon by dragging any of the points in the polygon to a new location. When you select a shape point of a line segment within an active polygon, a small green circle indicates the start end point of the selected line segment and a small red circle indicates the last end point of the selected line segment. Select the **Coordinate** option or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
Notes You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the Distance and Bearing/Angle option. You can also delete points and line segments from or add points to a polygon.

6. Press the ENTER key on your keyboard to finish your edit.
   OR
   Click outside the object's active box on the map.

Placing a Circle, Rectangle, or Polygon on the Map

You can place any area object (circle, rectangle, or polygon) at a specific coordinate location.

To Place an Area Object on the Map

Use the following steps to place a circle, rectangle, or polygon on the map.

1. Click the **Draw** tab.
2. Click and hold the **Polygon/Rectangle/Circle** tool and select the tool you want.
3. Select the circle fill, outline, and/or width options.
4. To place a circle on the map, enter the coordinates for the circle's center into the corresponding text boxes. Then, enter the radius for the circle into the radius text box.
   OR
   To place a rectangle on the map, select the **Coordinate** option or use the **Distance and Bearing/Angle** option in conjunction with the **Coordinate** option. Enter the appropriate coordinates or numbers for the rectangle's upper-left corner point into the corresponding text boxes to the right of the fill options box.
   OR
   To place a polygon on the map, select the **Coordinate** option or use the **Distance and Bearing/Angle** option in conjunction with the **Coordinate** option, and enter the appropriate coordinates or numbers for the first polygon point into the corresponding text boxes to the right of the fill options box.
5. Click **Apply**.
   Note If you are placing a polygon on the map, repeat the procedure for the other points.

Waypoints, Symbols, MapNotes, Text Labels, and Images

Adding a Waypoint, Symbol, MapNote, Text Label, or Image to the Map

You can add point draw objects to a draw file in your current project. Point objects consist of one anchor point attached to a waypoint, symbol, MapNote, image, or text label. The anchor point is the pixel position on the symbol that corresponds to the geographic coordinate of the point selected on the map when the symbol is placed.

- Use the **Waypoint** tool to label waypoints on a map. You can exchange waypoints with a GPS receiver.
- Use the **Symbol** tool to identify certain areas on the map such as houses, monuments, or points of interest.
- Use the **MapNote** tool to point to and label a specific area on the map. See Map Notes for more information.
- Use **text labels** to name features or give details about features on the map.
- Use the **Image** tool to add, edit, or place .bmp, .jpg, and .gif images on the map.

To Add a Point Object to the Map

- Add a MapNote, text label, or symbol

  From the Draw tab:

  1. Click and hold the **MapNote / Text / Label / Symbol / Image** tool and select the tool you want. Then, select the font, style, size, and color for your point object's label from the text style options.
  2. Click the location for the point object on the map.
     The URL/Label text box opens.
  3. Optional. Click the **Hyperlink** button and browse to the document you want to link your point object to. Then, click the file name and click **Open**. The address appears in the URL field.
  4. Type the name or phrase into the **Label** field. The coordinates or distance and bearing/angle numbers of the location appear in the corresponding **Coordinate** or **Distance and Bearing / Angle** text boxes.
  5. Press the ENTER key on your keyboard or click the map outside of the object's active area when you are finished.

  Notes

  These steps describe how to add Draw MapNotes. To show/delete Route MapNotes, see Setting Your Routing Preferences.

  You can also add a MapNote by right-clicking the map on the point you want to label, pointing to **Add MapNote**, and then selecting a MapNote option.

- Add a waypoint

  From the Draw tab:

  1. Click and hold the **Tracks / Waypoints** tool and select **Waypoint** . Then, select the waypoint symbol from the **Symbols** options.

You can also select a different font, style, size, and color for the waypoint name.

2. Click the location for the point object on the map.
   The URL/Label text box opens.
3. Optional. Click the **Hyperlink** button and browse to the document you want to link your point object to. Then, click the file name and click **Open**. The address appears in the URL field.
4. Type the name or phrase into the **Label** field. The coordinates or distance and bearing/angle numbers of the location appear in the corresponding **Coordinate** or **Distance and Bearing/Angle** text boxes.
5. Press the ENTER key on your keyboard or click the map outside of the object's active area when you are finished.

- Add an image

  From the Draw tab:

  1. Click and hold the **MapNote/Text Label/Symbol/Image** tool and select **Image** . Under **Images**, select an existing image, or click **Add**, browse to an image, and click **Open** to add a new image to your Images selection.
     Note To delete an image from the Images selection, select the image and then click **Delete**.
  2. Click the location for the point object on the map.
     The URL/Label text box opens.
  3. Optional. Click the **Hyperlink** button and browse to the document you want to hyperlink your point object to. The address appears in the URL field.
  4. Type the name or phrase into the **Label** field. The coordinates or distance and bearing/angle numbers of the location appear in the corresponding **Coordinate** or **Distance and Bearing/Angle** text boxes.
  5. Press the ENTER key on your keyboard or click the map outside of the object's active area when you are finished.

Tip Search for a point object by its label name using the QuickSearch function in the Find tab or by typing the label name in the **Start**, **Finish**, **Stop**, or **Via** text boxes when creating a route in the Route tab.

Editing a Waypoint, Symbol, MapNote, Text Label, or Image

Once you add a point object to a draw file, you can edit (name only), copy, move, or delete it at any time. You can edit multiple point objects at the same time by dragging a box around the objects you want to edit. Any changes are made to all of the point objects included in the box.

To Edit a Point Object

Use the following steps to edit a waypoint, symbol, MapNote, text label, or image.

1. Click the **Draw** tab.

2. Click the **Select** tool and then click the point object on the map twice.
3. Type a new name or phrase in the **Label** field, change the name's font, style, size, or color; select a new symbol; or click the **Hyperlink** button to change the URL address.
4. Press the ENTER key on your keyboard or click the map outside of the point object's active area when you are finished.

Placing a Waypoint, Symbol, Text Label, or Image at a Specific Location

You can place any point object (waypoint, symbol, text label, or image) at a specific coordinate location.

To Place a Point Object at a Specific Location

Use the following steps to place a waypoint, symbol, text label, or image at a specific coordinate location.

1. Click the **Draw** tab.
2. To place a waypoint, click and hold the **Track/Waypoint** tool and select the **Waypoint** tool . Select the waypoint symbol from the **Symbols** options. You can also select a different font, style, size and color for the waypoint name.
   OR
   To place a symbol, click and hold the **MapNote/Text Label/Symbol/Image** tool and select the **Symbol** tool . Select the symbol from the **Symbol Selection** list. You can also select a different font, style, size and color for the symbol name.
   OR
   To place a text label, click and hold the **MapNote/Text Label/Symbol/Image** tool and select the **Text Label** tool . Select the font, style, size, and color from the text style options. A sample of how your text display appears to the left of the options.
   OR
   To place an image, click and hold the **MapNote/Text Label/Symbol/Image** tool to view its hidden options. Select the **Image** tool . Under **Images**, select an existing image or click **Add**, browse to an image, and click **Open** to add a new image to your Images selection.
3. Select the **Coordinate** option, or use the **Distance and Bearing/Angle** option in conjunction with the **Coordinate** option, and type the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
4. Click **Apply**. The point object displays on the map at those coordinates, distance, and bearing or angle.
5. If you are placing a text label, enter the text and press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.

Moving and Deleting Draw MapNotes

You can add your own MapNotes to a map. MapNotes have a white background that make them highly visible on the map. They can contain multiple lines of text and can be moved off of the labeled area without losing their visual links with the points. You can use MapNotes for directions or explanations.

Notes

- This Help topic describes the steps necessary to move and delete Draw MapNotes. To show/delete Route MapNotes, see Setting Your Routing Preferences.
- When you use right-click functionality to add a MapNote, it is light blue unless it is a blank MapNote.
- You can search for a MapNote by its label name using the QuickSearch function in the Find tab or by typing the label name in the **Start**, **Finish**, **Stop**, or **Via** text boxes when creating a route in the Route tab.

To Move a MapNote

Use the following steps to move a MapNote.

1. Click the **Draw** tab.
2. Click the **Select** tool .
3. Click the **MapNote** to select it.
   The MapNote is enclosed with a box.
4. You can:
   - Drag the stem to a new location to move the MapNote.
   - Drag the text box to a new location, leaving the anchor point in the same location on the map.
   - Drag the anchor point to a new location, leaving the text box in the same location on the map.

To Delete a MapNote

Use the following steps to delete a MapNote.

1. Click the **Draw** tab.
2. Click the **Select** tool .
3. Click the **MapNote** to select it.

4. Press the DELETE key on your keyboard.

Sending a Waypoint to a PN-Series GPS

You can use the right-click menu to open the Earthmate PN-Series GPS Exchange dialog and send waypoints from the map or the draw file editing area to an Earthmate PN-Series GPS.

To Send a Waypoint to a PN-Series GPS from the Draw Tab

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area.
   All the files you created display in a table.
3. Click to select the file that includes the contents you want to copy.
4. Click **More**.
   The tab area increases in height and the file details table displays. The information that displays in the table is dependent on the file type that is selected.
5. Right-click the waypoint that you want to send, point to **Manage Draw**, and then click **Send to GPS**.
   Note To select multiple waypoints in the file list, press and hold the CTRL key and click each file OR to select multiple sequential files, press and hold the SHIFT key and click the first and last file.
6. Click the **Send** button.

To Send a Waypoint to a PN-Series GPS from the Map

1. Click the **Draw** tab.
2. To send a single waypoint, click the **Select** tool and then click the waypoint on the map. A box displays around the active object.
   OR

   To send multiple waypoints, click the **Select** tool and then drag a box over the waypoints you want to send. A box displays around the active waypoints.
3. Right-click the waypoint (you need right-click only one for multiple selections), point to **Manage Draw**, and then click **Send to GPS**.
   The Earthmate PN-Series GPS Exchange dialog box opens and the waypoint(s) appears under Selected Waypoints.
4. Click the **Send** button.

Custom Symbols

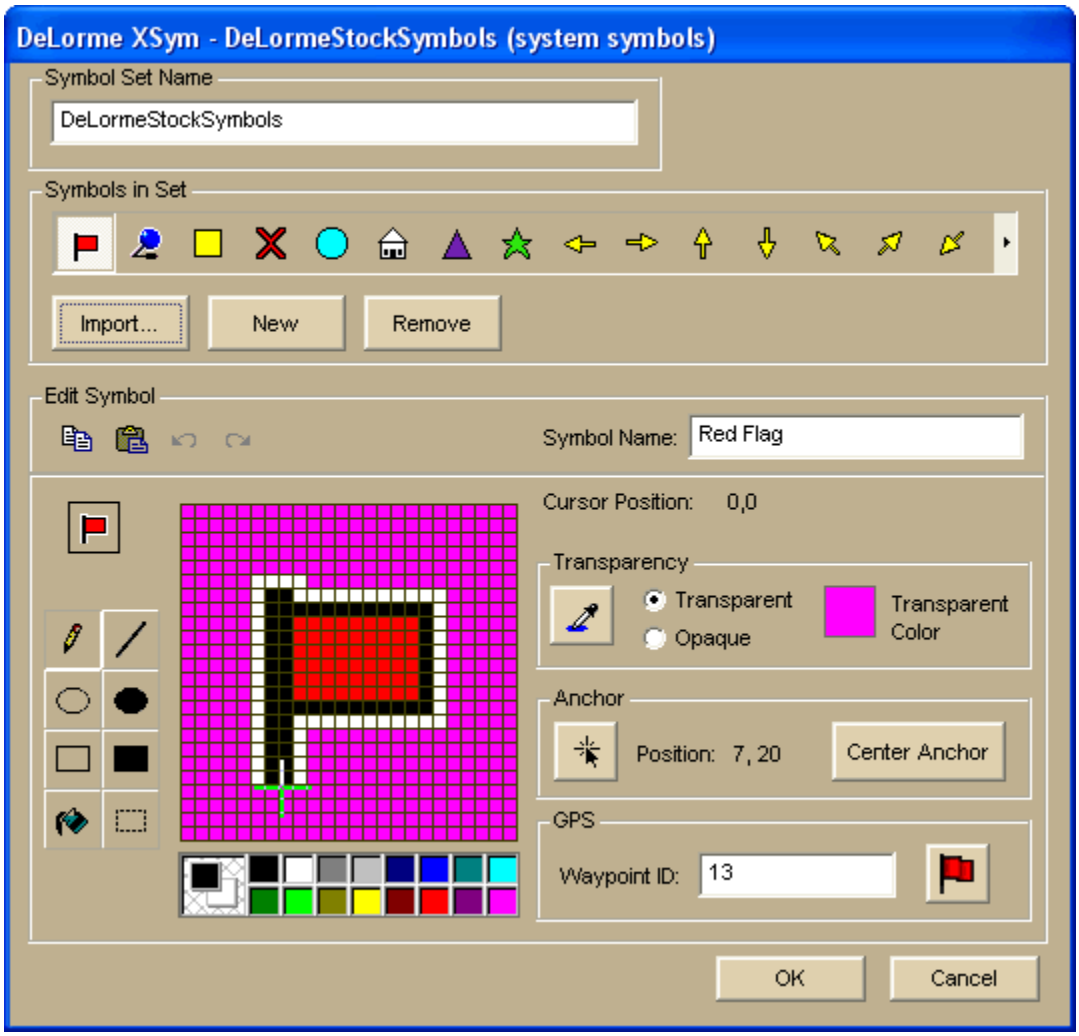
Custom Symbols Overview

DeLorme XSym lets you create and edit your own symbols, which you can edit and add to maps within DeLorme mapping programs. The symbols created are 24 x 24 pixels. New and edited symbols are saved within a symbol set (.dim file) and can contain up to 250 symbols. Symbol set files are located at *C:\DeLorme Docs\Symbols*.

The DeLorme XSym Dialog Box

The XSym dialog box provides all the tools you need to create and edit symbols for your DeLorme mapping program. Click an area on the diagram below to view information on the various parts of the dialog box.

Tip To close the pop-up information box that displays when you click the diagram, click outside the image or click another part of the image.



Creating a New Symbol

With DeLorme XSym you can add a new symbol to an existing or new symbol set (.dim) file. You can assign a new category name for the symbol to help locate it under the Find tab in the DeLorme mapping program.

To Create a New Symbol

Use the following steps to create a new symbol.

1. Click the **Draw** tab.

2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set you want to add your new symbol to from the drop-down list OR select **New** to create a new symbol set.
4. Under **Symbols**, click **Edit** to display the DeLorme XSym dialog box.
5. Under **Symbols in Set**, click **New** to clear the Symbol Editing Grid.
6. Use the tools in the Draw Tool Box and the tools under Transparency and Anchor to create the new symbol.
   - To undo the last action, click the **Undo** button under **Edit Symbol**.
   - To repeat the last action, click the **Redo** button under **Edit Symbol**.
7. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under Edit Symbol.
   Note Once a name is assigned to a symbol in a symbol set, each occurrence of that symbol placed on the map retains the new symbol name in addition to the default symbol name of "symbol."
8. Click **OK** when finished.

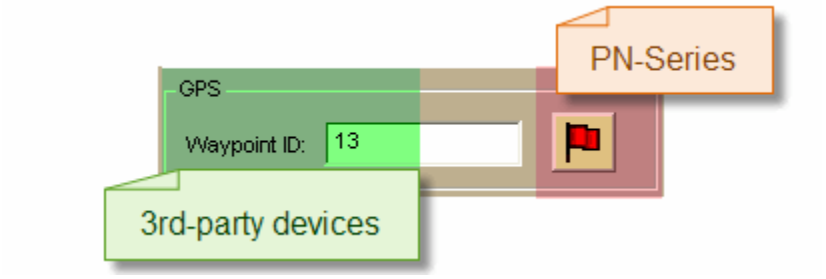
Notes

- As you create a symbol, an image preview displays to the upper-left of the Symbol Editing Grid. You can make edits to the symbol in either the Image Preview or the Symbol Editing Grid. Any edits done in one view are mirrored in the other view.
- See also: Importing a Bitmap, Copying and Pasting, Pasting a Bitmap into XSym, Dragging a Bitmap into XSym

GPS Device Custom Symbols

You can use DeLorme XSym to create custom symbol sets for use with your DeLorme PN-Series GPS device or a compatible third-party GPS device.

If you are assigning waypoint IDs to symbols for a third-party device, use the Waypoint ID text box (shaded green) to make the assignment. If you are assigning symbols to use with a PN-Series GPS, click the button in the GPS area (shaded orange). The image on the button changes based on the symbol you have selected.



PN-Series Devices

You can create a custom symbol set and assign the symbols to the symbols on your PN-Series GPS.

To Assign Symbols to Symbols on a PN-Series GPS

1. Click the **Draw** tab.
2. Click and hold the **Waypoint/Track** tool to view its hidden options. Select the **Waypoint** tool .
3. Create a new symbol set.
4. Create a symbol.
5. Under **GPS**, click the symbol button (the image on the button varies) to open the PN-Series symbol set.
6. Click the PN-Series symbol to which you want to map your symbol.
7. Click **OK**.

Third-Party GPS Devices

You can create a custom symbol set that includes all of the waypoint symbols on your third-party GPS device. By creating this custom symbol set, the waypoints you create display the same in both the mapping application and on your third-party GPS device, no matter where they originated.

Third-party GPS waypoint symbols are identified by their waypoint ID number, which is assigned by the device's manufacturer. To successfully view third-party GPS waypoint symbols in the mapping application, you must assign the proper waypoint identification number to each symbol you add to the custom symbol set.

Important To create a custom symbol set of your third-party GPS device's waypoint symbols, you must contact the device's manufacturer to obtain the graphic files and the waypoint ID number associated with each symbol.

To Assign a Waypoint ID to a Custom Symbol

Use the following steps to assign a waypoint ID to a custom symbol.

1. Click the **Draw** tab.
2. Click and hold the **Waypoint/Track** tool to view its hidden options. Select the **Waypoint** tool .
3. Create a new symbol set.
4. Paste the third-party GPS device's waypoint symbol into XSym.
5. Use the transparency option to make the area behind the symbol transparent.
6. Type the waypoint identification number for the symbol in the **Waypoint ID** text box.
7. For each additional symbol, click **New** and then repeat steps 4–7.
8. Click **OK** when finished.

Notes

- Waypoint ID numbers vary by manufacturer and model.
- If you import multiple waypoints from a third-party GPS device without assigning a waypoint ID to each first, all of the waypoints display in the mapping application with a single default symbol.

- If you do not know the identification number for a third-party GPS device's waypoint, import the waypoint file into the mapping application. Then, use one of the two methods below to learn the waypoint ID:
  - Open the symbol set that holds the waypoint and view the waypoint's ID number in XSym.
  - Click the **Info** tool on the toolbar and click the symbol on the map. The waypoint ID displays in the Info tab.

Editing a Symbol

With DeLorme XSym, you can edit an existing symbol in a symbol set (.dim) file and save the change or save it as a new symbol to be added to another symbol set. You can assign a new category name for the symbol to help locate it under the Find tab in the DeLorme mapping program.

To Edit a Symbol

Use the following steps to edit a symbol.

1. Click the **Draw** tab.
2. Click and hold the **Symbol/MapNote/Text Label/Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**. The DeLorme XSym dialog box opens.
5. Select the symbol you want to edit from the symbol selection of the default symbol set or from another symbol set you have created. The symbol displays in the Symbol Editing Grid.
6. Use the tools in the Draw Tool Box and under Transparency and Anchor to edit the symbol.
   - To undo the last action, click the **Undo** button under **Edit Symbol**.
   - To repeat the last action, click the **Redo** button under **Edit Symbol**.
7. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under **Edit Symbol**.
   Note Once you assign a name to a symbol in a symbol set, each occurrence of that symbol you place on the map retains the new symbol name in addition to the default symbol name of "symbol."
8. Click **OK** when finished.

Note

- As you create a symbol, an image preview displays to the upper-left of the Symbol Editing Grid. You can make edits to the symbol in either the Image Preview or the Symbol Editing Grid. Any edits done in one view are mirrored in the other view.
- See also: Importing a Bitmap, Copying and Pasting, Pasting a Bitmap into XSym, Dragging a Bitmap into XSym

Finding a Custom Symbol

The symbol name you assign to a symbol in XSym is different than the label you attach to the symbol on the map using the symbol draw tool. You can use the symbol name to help locate a custom symbol you have already placed on a map using the Advanced feature under the Find tab.

To Find a Custom Symbol

Use the following steps to find a symbol by its symbol name.

1. Click the **Find** tab and then click **Advanced**.
2. Select **Category** from the **Find** drop-down list
3. Select the applicable option from the **Within** drop-down list.
4. Type the symbol name in the **Keywords** text box.
5. Click **Search**.
6. Click **OK**.
   The closet matches display in the list view to the right of the Search For text box. The Symbol Name displays in the Map Feature Type column just before the symbol's feature type (draw object).
7. Double-click the item or select the item and click **Go To** to locate your selection on the map.
   The map view centers on the item. If you assigned a name for the symbol under the Draw tab, a MapTag displays the name at the symbol location. If you did not assign a name for the symbol, a MapTag displays the Symbol Name at the symbol location.

Notes

- If you do not assign a symbol name to a symbol in XSym, you can locate it with the generic keyword of "symbol" or by the name or phrase given the symbol in the Draw tab. For more information, see Finding a Symbol by its Name.
- If you assigned a Symbol Name to a custom symbol in XSym and placed the symbol on the map, the Symbol Name displays in the demographic information area when you right-click the symbol and select **Info.**

Importing a Bitmap

You can import a bitmap into DeLorme XSym to use as a symbol, but any bitmap you import must be 24 x 24 pixels or less. You can assign a new category name for the symbol to help locate it under the Find tab in the DeLorme mapping program.

To Import a Bitmap

Use the following steps to import a bitmap to use as a symbol.

1. Click the **Draw** tab.
2. Click and hold the **Symbol/MapNote/Text Label/Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, click **Edit**.
   The DeLorme XSym dialog box opens.
4. Under **Symbols in Set**, click **New** to clear the Symbol Editing Grid.

5. Click **Import** to display the Open Bitmap File dialog box. Browse to the location of the bitmap and click **Open**.
   The imported bitmap displays in the Symbol Editing Grid. See important **Notes** below.
6. Use the tools in the Draw Tool Box and under Transparency and Anchor to edit the symbol.
   - To undo the last action, click the **Undo** button under **Edit Symbol**.
   - To repeat the last action, click the **Redo** button under **Edit Symbol**.
7. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under **Edit Symbol**.
   Note Once you assign a name to a symbol in a symbol set, each occurrence of that symbol you place on the map retains the new symbol name in addition to the default symbol name of "symbol."
8. Click **OK** when finished.

Notes

- If you attempt to import a bitmap larger than 24 x 24 pixels into XSym, a message box warns you the selected bitmap is larger than 24 x 24 pixels and the image is reduced.
- If the bitmap is less than 24 x 24 pixels, the remaining area is filled to the edge of the Symbol Editing Grid with one of the symbol pixel colors.
- As you create a symbol, an image preview displays to the upper-left of the Symbol Editing Grid. You can make edits to the symbol in either the Image Preview or the Symbol Editing Grid. Any edits done in one view are mirrored in the other view.

Copying and Pasting

You can copy and paste portions of a symbol or whole symbols to create new symbols or edit existing ones.

To Copy and Paste in XSym

Use the following steps to copy a symbol or portions of a symbol to edit an existing symbol or to create a new symbol.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**.
   The DeLorme XSym dialog box opens.
5. Under **Symbols in Set**, select a symbol from the symbol selection.
6. In the Draw Tool Box, click the **Select** tool.
7. Select the area of the symbol you want to copy or select the whole symbol, and then click the **Copy** button under **Edit Symbol**.

8. Click the **Paste** button under **Edit Symbol**. The copied image is pasted into the current symbol in the Symbol Editing Grid. Drag the pasted piece into the place you want it within the current symbol.
   OR
   To create a new symbol with the copied image, click **New** under **Symbols in Set** to clear the Symbol Editing Grid, and then click the **Paste** button to add the pasted image into the grid.
   Note You can assign a new symbol name for the symbol to help locate it under the Find tab in the DeLorme mapping program. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under **Edit Symbol**.
9. Click **OK** when finished.

Notes

- To undo an action, click the **Undo** button under Edit Symbol.
- To repeat an action, click the **Redo** button under Edit Symbol.

Pasting a Bitmap into XSym

You can copy a bitmap or part of a bitmap to the clipboard and paste the image into DeLorme XSym to use as a symbol. Ideally, the pasted bitmap should be 24 x 24 pixels in size. You can assign a new symbol name for the symbol to help locate it under the Find tab in the DeLorme mapping program.

To Paste a Bitmap into XSym

Use the following steps to paste a bitmap into XSym.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**.
   The DeLorme XSym dialog box opens.
5. Under **Symbols in Set**, click **New** to clear the Symbol Editing Grid.
6. Open a bitmap in another image editing program, and select the bitmap or a part of the bitmap you want to copy. Press CTRL+C on your keyboard to copy the selection to the clipboard.
7. Click the **Paste** button under **Edit Symbol**.
   The copied image is pasted into the current symbol in the Symbol Editing Grid. See important **Notes** below.
8. Use the tools in the Draw Tool Box and under Transparency and Anchor to edit the symbol.
   - To undo the last action, click the **Undo** button under **Edit Symbol**.
   - To repeat the last action, click the **Redo** button under **Edit Symbol**.

9. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under **Edit Symbol**.
10. Click **OK** when finished.

Notes

- If you attempt to import a bitmap larger than 24 x 24 pixels into XSym, a message box warns you the selected bitmap is larger than 24 x 24 pixels and the image is reduced.
- If the bitmap is less than 24 x 24 pixels, the remaining area is filled to the edge of the Symbol Editing Grid with one of the symbol pixel colors.
- As you create a symbol, an image preview displays to the upper-left of the Symbol Editing Grid. You can make edits to the symbol in either the Image Preview or the Symbol Editing Grid. Any edits done in one view are mirrored in the other view.

Dragging a Bitmap into XSym

You can drag a bitmap into DeLorme XSym to use as a symbol. Using drag to bring in an image is much like importing a bitmap into XSym. Ideally, the new bitmap should be 24 x 24 pixels in size. You can assign a new symbol name for the symbol to help locate it under the Find tab in the DeLorme mapping program.

To Drag a Bitmap into XSym

Use the following steps to drag a bitmap into XSym.

1. Click the **Draw** tab.
2. Click and hold the **Symbol/MapNote/Text Label/Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**.
   The DeLorme XSym dialog box opens.
5. Under **Symbols in Set**, click **New** to clear the Symbol Editing Grid.
6. Browse your computer to locate the bitmap (.bmp) file.
7. Drag the file into XSym.
   The bitmap image displays in the Symbol Editing Grid. See important **Notes** below.
8. Use the tools in the Draw Tool Box and under Transparency and Anchor to edit the symbol.
   - To undo the last action, click the **Undo** button under **Edit Symbol**.
   - To repeat the last action, click the **Redo** button under **Edit Symbol**.
9. To assign a symbol name to the current symbol, type a name or phrase in the **Symbol Name** text box under **Edit Symbol**.
10. Click **OK** when finished.

Notes

- If you attempt to import a bitmap larger than 24 x 24 pixels into XSym, a message box warns you the selected bitmap is larger than 24 x 24 pixels and the image is reduced.
- If the bitmap is less than 24 x 24 pixels, the remaining area is filled to the edge of the Symbol Editing Grid with one of the symbol pixel colors.
- As you create a symbol, an image preview displays to the upper-left of the Symbol Editing Grid. You can make edits to the symbol in either the Image Preview or the Symbol Editing Grid. Any edits done in one view are mirrored in the other view.

Removing a Symbol

You can remove a symbol from the default symbol set or from any other symbol set you have created.

To Remove a Symbol

Use the following steps to remove a symbol from a symbol set.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**.
   The DeLorme XSym dialog box opens.
5. Select the symbol to remove from the symbol selection.
   The symbol displays in the Symbol Editing Grid.
6. Click **Remove**.
   The symbol disappears from the symbol selection under **Symbols in Set** and the next symbol within the selection displays in the Symbol Editing Grid.
7. Click **OK** when finished.

Symbol Editing Tools

Draw Tool Box

DeLorme XSym has a Draw Tool Box that lets you create and edit symbols within the Symbol Editing Grid independently of the DeLorme mapping program. The tools provided help you to create unique symbols to add to your map.

The following are the tools available in the Draw Tool Box.

Pencil—Draw freehand lines within the grid.

Line—Draw lines by clicking and dragging to the end point you want within the grid.

Ellipse—Create an ellipse by clicking and dragging until you achieve the size or shape of the ellipse you want.

Filled Ellipse—Create a filled ellipse by clicking and dragging until you achieve the size or shape of the filled ellipse you want.

Rectangle—Create a rectangle by clicking and dragging until you achieve the size of the rectangle you want.

Filled Rectangle—Create a filled rectangle by clicking and dragging until you achieve the size of the filled rectangle you want.

Fill—Use the fill tool to fill an area of the grid with a color chosen from the color palette.

Select—Use select to choose an area of the symbol to copy from the Symbol Editing Grid and then paste into the same symbol or another symbol in the grid.

Using the Transparency Option

The transparency option in DeLorme XSym lets you display a selected color as transparent in the final symbol image you place on a map within a DeLorme mapping program. For example, you may want to view the symbol object without the square of the surrounding background color. You would then select the background color to appear transparent.

To Make Part of a Symbol Transparent

Use the following steps to make part a symbol transparent.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set that contains the symbol you want to edit.
4. Click **Edit**.
   The DeLorme XSym dialog box opens.
5. Select the symbol you want to edit from the **Symbol Selection**.
   The symbol displays in the Symbol Editing Grid.
6. Select the **Transparent** option under **Transparency**.
7. Click the **Select Color** tool .
   The pointer changes to a dropper tool.
8. Select the color on the symbol you want to appear transparent.
   The Transparent Color display box updates with the selected color, and the Image Preview displays the chosen color area as transparent.
9. To display all colors, select the **Opaque** option under **Transparency**.
   The Image Preview reflects this change.
10. Click **OK** when finished.

Note Be sure the color in the symbol you want to appear transparent is not repeated in another part of the symbol you want to display as opaque. Select a new color from the color palette and fill the area on the symbol you want to display as transparent with the new color. Use the Select Color tool to select the new color in the symbol grid.

Anchor Position

Being aware of Cursor Position is important for choosing the anchor position of a symbol. The anchor is the pixel position on the symbol that corresponds to the geographic coordinate of the point selected on the map when the symbol is placed. Any newly created symbol, whether imported, pasted or dragged into the XSym Symbol Editing Grid, has a default position of center anchor.

XSym lets you change the anchor position of your symbol.

To Select the Anchor Position

Use the following steps to select the anchor position of a symbol.

1. Once your symbol is created, click the **Anchor Position** button. When you pass your pointer over the Symbol Editing Grid, it changes to a small cross hair (plus sign).
2. Click the pixel grid within the symbol to position your anchor. The anchor location pixel coordinate numbers display after the position text to the right of the Anchor Position button. The large cross hair in the Symbol Editing Grid moves from its default anchor position to the new anchor position.

To Center the Anchor Position

Click **Center Anchor** to place the anchor point in the exact center of the Symbol Editing Grid.

Cursor Position

Any symbol created in XSym is 24 x 24 pixels square. Each of these pixels is represented in the Symbol Editing Grid. When you move your cursor over the Symbol Editing Grid, the cursor position by pixel number displays to the right of the Cursor Position text next to the Image Preview (as shown below).

Image Preview and Cursor Position

As you move the cursor over the grid, the numbers update according to where you are in the 24 x 24 grid. The first number in the above sample, 16, refers to the number of pixels across (the X coordinate) from the upper left corner of the grid, beginning with zero. The second number, 14, refers to the number of pixels down (the Y coordinate) from the upper-left corner of the grid, beginning with zero.

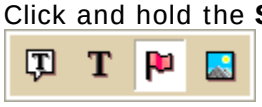
Symbol Sets

Creating a New Symbol Set

Symbols created in DeLorme XSym are saved within a symbol set (.dim file) which can contain up to 250 symbols.

To Create a New Symbol Set

Use the following steps to create a new symbol set.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool  to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select **[New...]** from the drop-down list.
   The DeLorme XSym dialog box opens.
4. Under **Symbol Set Name**, type the name for your new symbol set. The default name for the new symbol set is CustomSymbolSet.
5. Import a bitmap into your new symbol set.
   OR
   Create a new symbol to add to your new symbol set.

To Create a New Symbol Set from an Existing Symbol Set

You can make a copy of an existing symbol set and save it as a custom symbol set.

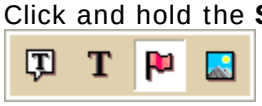
1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set you want to copy from the drop-down list.
   The DeLorme XSym dialog box opens.
4. Under **Symbol Set Name**, type the name for your new symbol set.
   You can edit symbols, create symbols, or import bitmaps for your new symbol set.

Opening a Symbol Set

Open an existing symbol set (.dim) to add new symbols or edit existing ones.

To Open a Symbol Set

Use the following steps to open a symbol set.

1. Click the **Draw** tab.
2. Click and hold the **Symbol / MapNote / Text Label / Image** tool  to view its hidden options. Select the **Symbol** tool .
3. Under **Symbols**, select the symbol set from the drop-down list.
   The DeLorme XSym dialog box opens. The symbol selection for the new symbol set displays under Symbols in Set and the Symbol Editing Grid displays the first symbol of the new symbol set.

Routing

Creating a Route

You can create a road, trail, or direct route using the Route tab, right-click feature, or the toolbar. Once you create a route, you can use the Route tab to view route directions, edit a route, and display routes on a map.

Routes are calculated using the default routing preferences. To show/remove routing MapNotes, waypoint labels, state borders, and route vias, enable/disable GPS voice navigation, or to change the default speed, road type, or routing preference, see Setting Your Routing Preferences.

Important If you have only the left map window open, the route start, finish, via, and stop icons in the Route tab and on toolbar are grayed out. To activate the options, use the map resize tool to expose the right map window.

See also, the Create a Route tutorial in the Topo USA 8.0 Help system**.**

To Create a Route Using the Route Tab

Use the following steps to create a route.

1. Click the **Route** tab and then click **New/Edit** (if it is not already selected).
2. Click **File**, click **New**, and then type the name for your route in the **Name** text box.
3. Click the **Start** tool and then click the point on the map where you want to begin your route.
   OR
   To use an address book entry as your start location, select **Start From Address Book** from the **Start** drop-down list, click to select an Address Book entry, and then click **OK**.
   OR
   To use your current GPS position as your start location, select **Start From GPS Location** from the **Start** drop-down list.
   OR
   Type your start location in the **Start** drop-down text box. You can type the name of an address book contact, user-added waypoint, or address.
   Notes
   An address must be in one of the following formats: street address, city, state **OR** street address, ZIP Code.
   The Book check box (underneath the Address Book buttons in the Find tab) must be selected to search for address book contact names.
4. Click the **Finish** tool and then click the spot on the map where you want to end your route.
   OR
   To use an address book entry as your finish location, select **Finish From Address Book** from the **Finish** drop-down list, click to select an Address Book entry, and then click **OK**.
   OR
   Type your finish location in the **Finish** drop-down text box. You can type in the name of an address book contact, user-added waypoint, or address.
   Notes
   An address must be in one of the following formats: street address, city, state

OR street address, ZIP Code.
The Book check box (underneath the Address Book buttons in the Find tab) must be selected to search for address book contact names.

5. Select a calculation method — the program adjusts the default calculation values based on your selection:
   Driving–Use this method to calculate the route when you are driving a vehicle.
   Cycling–Use this method to calculate a bicycle route.
   Walking/running–Use this method to calculate routes when you are on foot.
6. Select a route type **(Road-Shortest**, **Road-Quickest**, **Trail**, or **Direct**) from the drop-down list.
7. If the Auto check box is not selected, click **Calculate.**
   If the program is unable to find an exact match for the item that you typed, a dialog box opens with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and then click **OK**.
8. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.
   AND/OR
   Click **Back on Track** to add your current GPS position as a stop to the current route.

To Create a Route Using the Right-click Function

Use the following steps to create a route.

1. Right-click the map location where you want to begin your route, point to **Create Route**, and click **Set as Start**.
2. Right-click the map location where you want to end your route, point to **Create Route**, and click **Set as Finish**.
3. If the route doesn't automatically calculate, right-click the route, point to **Manage Route**, and click **Calculate Road Quickest**, **Calculate Road Shortest**, **Calculate Trail**, or **Calculate Direct**.
   Note If the program is unable to find an exact match for the item that you typed, a dialog box opens with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and then click **OK**.
4. Optional. Click the **Route** tab. Then click the **Directions** subtab to view the route directions, the **Advanced** subtab to display advanced routing options, **Plan Trip** to assign end of day or fuel breaks to your route, or **Back on Track** to add your current GPS position as a stop to the current route.

To Create a Route Using the Toolbar

Click here to view the steps for creating a route using the toolbar.

Adding and Inserting Stops and Vias

You can add or insert stops or vias in any route you create.

- A **stop** is a location along a route where you want to stop and then proceed from.
- A **via** is a point on the map that you want your route to go through. You can use stops and vias to route you through a particular place or along a particular road.
- **Add** stops or vias to follow a route in a particular order.
- **Insert** stops or vias to arrange them geographically in the route.

Tips

- Turn off Auto Calculate when you are adding many stops and vias.
- Use Add instead of Insert when your start and finish are at the same place.
- Don't place the finish point until you add all your stops and vias.
- Place vias near the beginning of the road or trail you want to use.
- When you calculate the route, if it goes to a via and then returns to the original path, insert another via toward the end of that road (where you want to turn onto the next road) to force it to use that road.
- When using a road as a stop or via, zoom in to ensure you select the correct road. The selected road segment is highlighted when you click it.

To Add a Stop or Via To Your Route

The Add Stop/Via function adds stops and vias in the order you add them to the route. Use the following steps to add a stop or via to your route.

1. Create a route.
2. In the **New/Edit** dialog area in the **Route** tab, make sure the button next to the **Stop** tool (if you are adding a stop) or the **Via** tool (if you are adding a via) is labeled Add. If it is not, click the arrow next to the button and select **Add**.
3. To add a stop or via to the route, click the **Stop** or **Via** tool and then click the location on the map.
   OR
   - To use an address book entry as your stop or via location
     1. Select **Stop From Address Book** from the **Stop** drop-down list.
        OR
        Select **Via From Address Book** from the **Via** drop-down list.
     2. Select an **Address Book** entry, and then click **OK**.
   - To use your current GPS position as your stop or via location

     Select **Stop at GPS Location** from the **Stop** drop-down list.
     OR
     Select **Via at GPS Location** from the **Via** drop-down list.
   - Type the stop or via location in the **Stop** or **Via** text box

     Type the name of an address book contact, user-added waypoint, or address.
     If you type an address, it must be in one of the following formats: street address, city, state **OR** street address, ZIP/Postal Code.
     The Book check box (underneath the Address Book buttons in the Find tab) must be selected to search for address book contact names.
   - Right-click the map to add a last stop or via

1. Right-click the map where you want to add the last stop or via.
2. Point to **CreateRoute**, and then click **Add as Last Stop** or **Add as Last Via**.

- Use the toolbar to add a stop.

2. If the Auto check box is not selected, click **Calculate** to recalculate your route to include the stop or via.
   OR
   Click the **Calculate** button on the toolbar.
   OR
   If the Auto check box is not selected, right-click the route, point to **Manage Route**, and click **Calculate Road Quickest**, **Calculate Road Shortest**, **Calculate Trail**, or **Calculate Direct**.
   Note If the program is unable to find an exact match for the item that you typed, a dialog box opens with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and then click **OK**.
3. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.

To Insert a Stop or Via Into Your Route

The Insert Stop/Via function arranges stops/vias geographically in the route. Use the following steps to insert a stop or via to your route.

1. Create a route.
2. In the **New/Edit** dialog area in the **Route** tab, make sure the button next to the **Stop** tool (if you are adding a stop) or the **Via** tool (if you are adding a via) is labeled Insert. If it is not, click the arrow next to the button and select **Insert**.
3. To insert a stop or via to the route, click the **Stop** or **Via** tool and then click the location on the map.
   OR
   - To use an address book entry as your stop or via location
     1. Select **Stop From Address Book** from the **Stop** drop-down list.
        OR
        Select **Via From Address Book** from the **Via** drop-down list.
     2. Select an **Address Book** entry, and then click **OK**.
   - To use your current GPS position as your stop or via location
     Select **Stop at GPS Location** from the **Stop** drop-down list.
     OR
     Select **Via at GPS Location** from the **Via** drop-down list.
   - Type the stop or via location in the **Stop** or **Via** text box
     Type the name of an address book contact, user-added waypoint, or address.
     If you type an address, it must be in one of the following formats: street address, city, state **OR** street address, ZIP Code.

The Book check box (underneath the Address Book buttons in the Find tab) must be selected to search for address book contact names.

- Right-click the map where you want to insert the stop or via
  1. Right-click the map where you want to insert the stop or via.
  2. Point to **CreateRoute**, and then click **Insert Stop** or **Insert Via**.
- Use the toolbar to insert a stop.

3. If the Auto check box is not selected, click **Calculate** to recalculate your route to include the stop or via.
   OR
   Click the **Calculate** button on the toolbar.
   OR
   If the Auto check box is not selected, right-click the route, point to **Manage Route**, and click **Calculate Road Quickest**, **Calculate Road Shortest**, **Calculate Trail**, or **Calculate Direct**.
   Note If the program is unable to find an exact match for the item that you typed, a dialog box opens with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and then click **OK**.
4. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.

Changing the Routing Method

You can change your routing calculation method at any time. You may need to do this to update your routing preferences.

To Change the Route Calculation Method

1. From the Route tab, click the **New/Edit** subtab.
2. Select a calculation method:
   Driving–Use this method to calculate the route when you are driving a vehicle.
   Cycling–Use this method to calculate a bicycle route.
   Walking/running–Use this method to calculate routes when you are on foot.
3. Select a route type (**Road-Shortest**, **Road-Quickest**, **Trail**, or **Direct**) from the drop-down list.

Changing the Properties of a Stop Along Your Route

You can change the properties of a stop along your route by using the Stop Prefs function in the Advanced sub-tab under Route.

To Change the Properties of a Stop

Use the following steps to change the properties of a stop.

1. Click the **Route** tab and then click **Advanced**.
2. Click a stop from the waypoint list and then click **Stop Prefs**.
   The Stop Time Preferences dialog box opens.
3. To designate the stop as an end of day stop, select the **End of Day** check box, click **Apply**, and then click **Done**.
   AND/OR
   To designate the stop as a fuel break, select the **Fuel** check box, click **Apply**, select the **Duration** check box, select the duration of the fuel break using the Hrs and Mins drop-down lists, and then click **Done**.
   Note It is not necessary to allocate a fuel stop duration.

Viewing Route Directions

After you create a route, you can view the accompanying route directions.

To View the Route Directions

Use the following steps to view the route directions.

1. Click the **Route** tab and then click **Directions** to open the Route Directions dialog area.
   The list of routes you have created display in the route list on the left. A selected check box indicates the route is displaying on the map.
2. Click a route to select and highlight it.
   OR
   Double-click a route to center it on the map.
3. The route directions for the selected route display in the right window. Adjust the size of the tab area to expand the view.
   Tip Click the header of a column to open a menu from which you can select the type of information you want to display in each column.
4. Click a leg to select it and then click **Go To** to center the map on the leg.
   OR
   Double-click a leg to center the map on the leg.

Tip When tracking with a GPS receiver, select the **GPS Track** check box to follow along with the route directions in real time as you travel. Click **Show Turns** to display the current distance and time to your finish.

Avoiding a Specified Area When Routing

If you know you will be travelling in an area that is under construction or is a highly-populated area with a lot of traffic congestion, you can draw a circle/rectangle/polygon over that area to avoid it when you calculate your route. You can create multiple regions to avoid.

To Avoid a Specified Area When Routing

Use the following steps to designate an area to avoid when calculating your route.

1. Create a route.
2. Click the **Draw** tab to open the Draw dialog area.

3. Click and hold the **Polygon / Rectangle / Circle** tool to view its hidden options. Select the tool you want to use.
4. Optional. Select one or more of the following:
    - From the **Fill** drop-down list, select the fill style you want to apply to the draw object.
    - Click the fill color button to the right of the **Fill** drop-down list to select the color for your fill style.
    - Select an outline style for your draw object from the **Outline** drop-down list.
    - Click the outline color button to select a color for the outline of your draw object.
    - Select the width for your draw object outline from the **Width** drop-down list.
    - Select the **Show Measurement** check box to display measurement information for your draw object as your draw it on the map.
5. If you selected the **Circle** tool, click the location for the circle's center on the map and drag away from center to set the radius for the circle. Release as soon as you achieve the radius you want.
   The radius of the circle and the coordinates of the circle's center display in the corresponding text boxes to the right of the circle fill option area.
   OR
   If you selected the **Polygon** tool, click the map to enter each point of the polygon.
   OR
   If you selected the **Rectangle** tool, click the location for the rectangle's upper-left corner on the map and drag away from the corner to set the width, height, and area for the rectangle. Release as soon as you achieve the size you want.
6. Click the **Select** tool and then click the draw object on the map.
   A box displays around the object indicating that it is active.
7. Right-click the draw object, point to **Manage Draw**, and click **Route Avoid**.
   If the object has no name, it the name "Route Avoid" is visible on the map.
8. If you do not have the Auto Calculate option selected in the Route tab, click the **Route** tab and then click **Calculate** to recalculate your route.

Note To undo your route avoid, click the **Select** tool in the Draw tab and click the draw object on the map. Then, press the DELETE key on your keyboard.

Saving Route Directions as Text

You can save your directions and along the way results as a text file.

To Save Your Route Directions

Use the following steps to save your directions.

1. Click the **Print** tab and then click the **Route** subtab.
   If you do not have a route in this project, the Route Options are unavailable.

2. Select the route you want to save from the **Name** drop-down list.
   If the route you want to save is not available in the Name drop-down list, you may not have the correct project open.
3. Under **Options**, select **Directions** or **Along the Way**.
4. Click the **Save** button on the Route tab.
5. To rename the .txt file, type the new name in the **File Name** text box and click **Save**.

Setting Your Routing Preferences

Once you master basic routing, you can customize your routing preferences and create more advanced routes.

The routing preferences allow you to favor or avoid various road types when calculating your route. You can also set your speed preferences.

The default settings are based on the calculation method you chose when creating the route.

To change your route calculation method, see Changing the Routing Methods.

To Set Your Routing Preferences

Use the following steps to set your routing preferences.

1. Click the **Route** tab and then click the **Advanced** subtab.
2. Click **Route Prefs** to display the Route Preferences dialog area.
3. Select the route type (**Direct**, **Trail**, or **Road**) from the **Route Type** drop-down list.
4. From the **Road Type** drop-down list, select the road type for which to set preferences.
5. If you selected Trail or Road as your route type in step 3, select **Preferred**, **Standard**, or **Avoid** from the **Routing Preference** drop-down list.
   Preferred favors this type of road whenever possible, Standard is the default level, and Avoid avoids this type of road whenever possible. An avoided road may be used when no other road is available.
6. In the **Speed** text box, type your average driving speed for this road type. These speeds are used to compute the travel time for a route.
7. If you selected Road as your route type in step 3, type your average driving speed within an urban area for this road type in the **Urban Speed** text box. These speeds are used to compute the travel time for a route. The Urban Speed text box is available only for road routes.
8. Repeat these steps for each road type.
9. When you are finished setting your road preferences, click **Review** to display your settings.
10. In the **Route Features** list, select the check box for each feature you want to display:
    - **Show Location MapNotes**–Displays Location MapNotes with their coordinate information for each point in your route.
    - **Show Comments MapNotes**–Displays comments about your route.
    - **Show Summary MapNotes**–Displays time and distance information for each waypoint and the finish point of your route.

- **Display Waypoint Labels**–Displays start/stop/via/finish labels on the map when the route is created.
- **Include State Borders**–Shows or hides state borders in your route directions (only available when Road is the selected route type).
- **GPS Voice Navigation**–Provides spoken route directions when you are tracking with a GPS receiver. After initializing, the computer speaks the directions for the next turn in your route. It repeats the instructions approximately 90 seconds prior to arriving at the turn.

11. Click **Done**.

Note Click **Use Defaults** to restore all route preferences and road type preferences to the default settings.

Editing a Route

You can modify existing routes by:

- Adding, removing, and rearranging stops and vias.
- Adjusting your route preferences based on road type.
- Customizing your route based on your driving style and speed.
- Reversing a route.

Tips

- Zoom in to set accurate points for your route.
- Use the right-click option for routing. Just right-click the route, stop, or via, point to **Manage Route**, and click the applicable option.

To Edit a Route

To edit a route, click the **Route** tab and then click the **Advanced** subtab. Select the route from the **Name** drop-down list box. The route becomes active. The following list describes the edit functions.

- To change the route name, select the name in the **Name** text box, type the new route name, and then press the ENTER key on your keyboard.
- To change a route point, click the corresponding tool and then click the new spot on the map.
  OR
  Select a route point on the map and drag it to the new location on the map.
  Note If you try to add a start or finish point to an existing route, the "Would you like to move your Start location or create a New route?" message opens. Click **New** to begin creating a new route. Click **Move** to move the Start or Finish point to the last location clicked.
- To add or insert a stop or via to your route, click the corresponding tool and then click the spot on the map where you want to add or insert your stop or via. For more information, see Adding and Inserting Stops and Vias.
- To rearrange stops and vias, click the point to select it and then click the **Move Up** or **Move Down** tools to relocate it in the route.
- To delete a stop or via, select the stop or via in the route list and then click the **Delete** button.
- To change a stop to a via, select the stop and click **Make Via**. To change a via to a stop, select the via and click **Make Stop**.
- Click **Reverse Rte** to reverse the order of all of the points in the route.

- Click **Calculate** if the Auto check box is not selected in the New/Edit subtab.

Editing Roads

You can change the characteristics of any road on a map to:

- Two Way
- One Way N or E
- No Left Turn N or E
- No Right Turn N or E
- No Way
- One Way S or W
- No Left Turn S or W
- No Right Turn S or W

To Edit a Road

Use the following steps to edit a road.

1. Click the **Route** tab and then click the **Advanced** subtab.
2. Click **Edit Roads**.
3. Select the **Display Road Edits** check box to show existing road edits on the map.
4. Click the **Select** tool and select the road on the map you want to edit.
5. Select a direction.
   - If you select **Two Way**, you can also select No Left Turn No Right Turn.
   - If you select **One Way**, you can also select No Left Turn or No Right Turn.
   - If you select **No Way**, you cannot select any other options.

   Note Click **Default** to change the road properties to the default settings. Click **Clear All Edits** to remove all road options and return all road properties to their default settings.
6. Click **Done**.

Labeling a Route Point with a MapNote

The easiest way to label your route points (start, stop, via, and finish) with a MapNote is to use the Route Preferences section of the Route tab.

If you select more than one option, each category of information (location, comments, and/or summary) displays in the same MapNote.

To Label a Route Point with a MapNote

Use the following steps to label a route point with a MapNote.

1. Click the **Route** tab and then click the **Advanced** subtab.
2. Click **Route Prefs** to display the Route Preferences dialog area.
3. Under **Route Features**, select the check box next to each MapNote you want to display at your route points:

- **Show Location MapNotes**–Displays the coordinate information for each point in your route.
- **Show Comments MapNotes**–Displays comments about each point of the route as specified in the Route Advanced subtab.
  To modify route comments, click the **Route** tab, click the **Advanced** subtab, select the route, and then click in the **Comments** column twice (do not double click) next to the route point you want to create a comment for. The information you type in the Comments field for that point is placed in a Comments MapNote when you selected to show it on the map.
- **Show Summary MapNotes**–Displays time and distance information for each point in your route.

4. Click **Done**.

Moving Route MapNotes

You can move route MapNotes. The text box moves, but the point stays on the map location.

To show/delete route MapNotes, see Setting Your Routing Preferences.

To move and delete draw Map Notes, see Moving and Deleting Draw MapNotes.

To Move a Route MapNote

Use the following steps to move a MapNote.

1. Click the **Route** tab and then click the **Advanced** subtab.
2. Click the **Move Route MapNotes** button .
3. Click the **MapNote** to select it.
4. Drag the text box to the new location.

Displaying and Centering Routes on the Map

All the routes you create are automatically displayed. The active route displays as a gold line outlined in red. Each inactive route displays as a dashed, orange line outlined in green. You can choose to display only certain routes without deleting them from the map.

To Display a Route on the Map

Use the following steps to display a hidden route on the map.

1. Click the **Route** tab and then click the **Directions** subtab.
2. In the route list on the left, select the check box next to the route you want to display.
   OR
   To center the map on the route, double-click the route name.

To Hide a Route from the Map

Use the following steps to hide a route from view on the map.

1. Click the **Route** tab and then click the **Directions** subtab.
2. In the route list on the left, clear the check box next to each route you want to hide from view on the map.
   OR

Right-click the route you want to clear from the map view, point to **Manage Route**, and then click **Hide Route**.

To Center the Map on a Route

Use the following steps to center a route on the map.

1. Click the **Route** tab and then click the **Directions** subtab.
2. Double-click the route in the route list on the left.

Tip To center a route that is not in the current map view, click the **Route** tab, click the **New/Edit** subtab, and select the route from the **Name** drop-down list.

Saving a Route

The route in memory is retained as you create it. You are prompted to save your route when you create a new project or exit the program.

- Creating a new project–When you click File/New in the Files dialog area on the Map Files tab, you are asked if you want to save changes to the most recently used project. A separate dialog box asks if you want to save changes to an unsaved route.
- Exiting the application–The Save Changes dialog box asks if you want to save your changes.

You can also save the route using the Route tab.

Routes have .anr extensions and are saved by default in *C:\DeLorme Docs\Navigation*.

To Save a Route Using the Route Tab

Use the following steps to save a route using the Route tab.

1. Create a route.
2. Click the **Route** tab and then click the **New/Edit** subtab.
3. Click **File** and then click **Save**.

Deleting a Route

You can permanently delete routes.

To Delete a Route

Use the following steps to delete a route.

1. Click the **Route** tab and then click the **New/Edit** subtab.
2. Select the route from the **Name** drop-down list.
3. Click **File** and then click **Delete**.
   OR
   Right-click the route, point to **Manage Route**, and then click **Delete Route**.

Importing Routes

Routes can be imported from many other DeLorme mapping programs using the Route tab.

To Import an Existing Route Using the Route Tab

Use the following steps to import an existing route using the Route tab.

1. Click the **Route** tab and then click the **New/Edit** subtab.
2. Click **File** and then click **Import**.
   The Import dialog box opens.
3. Browse to select the route file and then click **Open**.
   The map centers on the imported route and is available in the Name drop-down list.

Setting Your End of Day and Fuel Break Preferences

You can schedule end of day and fuel breaks along a route by using the Plan Trip option in the Route tab. You can schedule end of day breaks according to the miles (or other distance unit selected in Map Display) or hours driven and you can schedule fuel breaks according to your current fuel level, your vehicle's fuel consumption rate, and so on.

This feature works with the route preferences you have designated with the Route Preferences option under Route. For more information, see Setting Your Routing Preferences.

To Set Your End of Day and Fuel Stop Preferences

Use the following steps to set your time preferences.

1. Create a route.
2. Click the **Route** tab and then click **Plan Trip.**
   - Select the **Estimate End of Day Breaks** check box to schedule end of day breaks for your trip.
     - Select **Hours per day** to schedule your end of day breaks after a designated number of hours traveled per day. Then, type the number of hours you want to travel per day in the **Hours Per Day** text box. Use the **Flexibility** drop-down list to determine the amount of time you want to be flexible between breaks and defined stops. For example, if you selected 1.5 Hrs from the Flexibility drop-down list and have an end of day break within 1.5 hours of a planned stop, the end of day break is moved to the planned stop.

     OR

     - Select **mi per day** to schedule your end of day breaks after a designated number of miles traveled per day. Then, type the number of miles you want to travel per day in the **Mi Per Day** text box. Use the **Flexibility** drop-down list to determine the number of miles you want to be flexible between breaks and defined stops. For example, if you selected 50 mi from the Flexibility drop-down list and have an end of day break within 50 miles of a planned stop, the end of day break is moved to the planned stop.
   - Select the **Estimate Fuel Breaks** check box to schedule fuel breaks for your trip.
     - Type the fuel tank capacity (in gallons) in the **Tank Cap** text box.

- Type the fuel consumption rate (in miles per gallon or the distance unit you have selected in the Display tab of the Options dialog) for your vehicle in the **Fuel Rate** text box.
- Select the amount closest to your current fuel tank level from the **Starting** level drop-down list.
- Select the amount of fuel you would like to have in your tank when warned to stop for fuel from the **Warning Level** drop-down list.

3. Click **Apply**.

Estimating the Fuel Cost of Your Route

The Plan Trip subtab of the Route tab lets you estimate the fuel cost of your route using the fuel rate (how many gallons of fuel your vehicle uses per mile/kilometer traveled) and fuel price per gallon.

To Estimate the Fuel Cost of Your Route

Use the following steps to estimate the fuel cost of your route.

1. Create a route.
2. Click the **Plan Trip** subtab on the Route tab.
3. Click **Fuel Cost**.
4. Type the fuel rate for your vehicle in the **Fuel Rate** text box. The fuel rate can often be found in the vehicle's owners manual.
5. Type the price of your fuel in the **Fuel Price** text box.
   The estimated fuel cost (in U.S. dollars) for your route automatically calculates when the Fuel Rate and Fuel Price text boxes are completed. The estimated fuel cost for your route displays in the Total Fuel Cost field.
6. Click **Close** to close the dialog box and return to the Plan Trip subtab.

Converting a Route to a GPS Log

You can convert any route to a GPS log file (.gpl).

To Convert a Route to a GPS Log File

Use the following steps to convert a route to a GPS log file.

1. Create a route.
2. Right-click the route, point to **Manage Route**, and then click **Save as GPS Log File**. The Save Route as GPS Log File dialog box opens.
3. Browse to the location where you want to save the .gpl file. The default location is *C:\DeLorme Docs*.
4. Type the file name in the **File Name** text box.
5. Click **Save**.

Using GPS

GPS Overview

You can take advantage of the Global Positioning System (GPS) through an interface with most GPS receivers, such as DeLorme Earthmate devices.

Using your DeLorme application, a portable computer, and your GPS receiver, you can display a "bread crumb trail" to track your progress as you travel.

You have two ways to use GPS in your mapping application:

- **NavMode**–This is the default GPS view—a hands free full-screen view that you can display in 2-D or 3-D. By default, the Control Panel is hidden and the tabs are minimized; however, you can change your display options.
- **GPS tab view**–This option allows you to use the GPS tab to control navigating and tracking. By default, the tabs and Control Panel are visible, but you can opt to hide them. It is available only in 2-D mode.

To turn NavMode on or off, click the **NavMode** button on the toolbar. When the button appears indented NavMode is on.

Notes

- The GPS and NavMode toolbar buttons are hidden by default. To show them, right-click the toolbar and click **GPS / NavMode**.
- The button is greyed out unless you have a GPS device plugged in or are playing back a GPS log file.

You can also change your GPS view in the Options dialog box:

1. Click the **Options** button

on the toolbar and click the GPS tab.
   You can also click the **Options** button on the GPS tab.
2. Clear the **Use NavMode** check box to turn it off, or select the check box to turn it on.
3. Click **OK**.

DeLorme software interfaces with different GPS devices as outlined below.

- DeLorme GPS Devices: DeLorme GPS devices will interface with a current DeLorme software release.
- USB GPS Support: DeLorme software can use the data output from a USB GPS if the device meets one of the following criteria:
  - When the GPS is attached to the computer, it is recognized and displayed under Ports in the Microsoft Windows Device Manager.
  - The unit is a GARMIN USB device and the GARMIN drivers are installed.

  Note Magellan USB devices are not currently supported.
- Serial GPS Support: DeLorme software can use the data output from a serial GPS device. The device must be connected to a free COM port and output a generic NMEA (National Marine Electronics Association) stream.

- Bluetooth GPS Support: DeLorme software can use the data output from a Bluetooth GPS device. You must configure your Bluetooth software to create a virtual serial port.

Safety Warnings

- Bring a passenger along to serve as GPS operator while you are driving a vehicle.
- Do not use this application with automatic navigation, guidance systems or for any purpose requiring precise measurement of distance or direction.

Initializing GPS

Before you can begin GPS tracking, you must connect your GPS receiver to your portable computer. Select the correct GPS receiver and change location, time, and preference settings as needed.

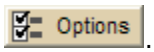
Before beginning your GPS setup, read the user manual for your GPS receiver. Also, ensure you have the appropriate cable and any necessary adapters to connect your GPS receiver to the communications port of your portable computer.

If you have an Earthmate GPS device, it is not necessary to follow these instructions. Your device is automatically enabled when it is connected. Just click **Start GPS** to begin tracking.

To Initialize Your GPS Receiver

The initializing process can take several minutes before the program detects the correct communications (COM) port and updates the current settings. Use the following procedure to initialize your GPS receiver for use with your application.

1. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the on receiver, if necessary.
2. Click the **GPS** tab and then click **Clear Trail** to delete any GPS points from the current map display.
3. Click the **Options** button

on the toolbar (or click the menu arrow and click **Options**) and then click the **GPS Settings** tab.
OR
Click the **GPS** tab and click the **Options** button 

.
4. Select any or all of the following check boxes and click **OK** when finished. The description is for the state when the check box is selected:
    - **Use NavMode–**Enables a hands free full-screen view that you can view in 2-D or 3-D.
    - **Snap to route–**Automatically locates the place on the route that is closest to your vehicle's current location.
    - **Start GPS log**–Automatically generates a GPS log.
    - **Use High-Contrast colors**–Automatically enables high-contrast map colors.
    - **Magnify map**–Automatically magnifies the map view to the specified magnification (125%, 150%, 175%, or 200%).

- **Recenter map on GPS**–Automatically centers the map on the GPS.
- **Rotate map in GPS direction**–Automatically rotates the 2-D/3-D map in the direction of travel. Direction of travel always displays as the top of the screen, regardless of compass direction.
- **Auto zoom to turn (2-D only)**–Automatically pans and zooms the map to display both the current GPS position and the position of the next turn. Select data zoom levels from the **Minimum zoom** and **Maximum zoom** drop-down lists to stop the map from zooming out/in further than you want it to when approaching the next turn.
- **Show GPS bread-crumb trail**–Automatically displays your GPS progress on the map as a "bread-crumb" trail up to the maximum specified number of points. 5,000 points is approximately one hour and 20 minutes worth of points. This setting does not affect the number of points captured in the GPS log file. To change the point number, type the new number in the **Trail length** box.
- **Enable GPS Voice Navigation–**Provides spoken directions when tracking a route with a GPS receiver.
- **Recalculate When Off Route**–Automatically recalculates the route by the designated threshold distance (100 ft, 200 ft, 300 ft, 400 ft, or 500 ft) when the GPS is off of the route.
- **Display GPS Overview (2-D only)**–When selected, opens the GPS overview window after the GPS is connected. You can adjust the size of the map and overview areas. The overview map does not display when you use NavMode in 3-D.
- **Disable Screen Saver**–Overrides the system screen saver so that the display stays activated during GPS tracking.
- **Start GPS with the Program**–Automatically starts GPS tracking each time you open the program.
- **Automatically Detect GPS**–Automatically sets up your GPS connection.
  Suggestion: If your GPS receiver has a USB cable, select Automatically Detect GPS to ensure the correct COM port is detected for your device and that a connection can be made.
- **Enable WAAS Use**–This option is available only when Earthmate is the selected device (see step 4A). Enables WAAS use. This option is selected by default.
- **Enable LED on GPS Device—**This option is available only when Earthmate is the selected device. Turns on the LED on the Earthmate. When the check box is cleared, the LED on the Earthmate does not display. This option is selected by default.

OR

Use the following procedures to manually configure your GPS connection. Click a procedure to view the step-by-step directions.

- Select the correct GPS device

  Use the steps below to select the correct GPS receiver and settings.

  1. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the receiver on.

2. Click the **Options** button and then click the **GPS Settings** tab.
3. From the **Device** drop-down list, select the type of GPS receiver you are using. If your device is not listed, select Generic NMEA.
   Note The Settings text box automatically displays the default settings for the selected device.
4. From the **Port** drop-down list, select the communications port you are using to attach the GPS receiver to your computer. See your computer manual for further information.

- Manually change the location coordinates

  Each time you track with GPS, the initialization process uses the coordinates from the last initialized location.

  Use the following steps to change these coordinates to those of your choice.

  1. Connect your GPS receiver to your computer, set the receiver to the mode specified in your owner manual, and then turn the receiver on.
  2. Click the **Options** button and then click the **GPS Settings** tab.
  3. Under **GPS Options**, verify that the **Automatically Detect GPS** check box is cleared.
  4. Type the coordinates in the text boxes.
     Note Coordinates display in the format specified in the Display tab of the Options dialog box.
     OR
     Click **Use Map Center** to set the coordinates to the latitude and longitude of the current map center.

- Update the date/time options

  You can use the date and time on your computer or you can change the date and time settings used by the GPS device to those of your choice.

  Use the following steps to change the date and/or time settings.

  1. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the receiver on.
  2. Click the **Options** button and then click the **GPS Settings** tab.
  3. To use the date and time on your computer, select the **Use Current System Date/Time** check box.
     OR
     To use the time and date of your choice, clear the **Use Current System Date/Time** check box, and then:
     - To manually set the time, select the time zone from the **Zone** drop-down box, and if Daylight Saving Time is currently in effect where you are, select the **DST** check

box. Then, use the scroll box to select the desired time.
Note Time is displayed in 24-hour format, with Midnight as 00:00:00.

- To manually set the date, click the down arrow next to the **Date** field and select the date from the calendar.

5. Click **OK** to exit the Options dialog and return to the GPS tab in the tab area.
6. Click **Start GPS**.
   Your GPS receiver begins acquiring satellite data and the GPS Status dialog area displays.

Notes

- The status of your GPS connection displays on the screen. Once your GPS receiver acquires a fix on your location, your position on the map displays as a yellow or green dot that changes to an arrow as you travel. For more information, see Monitoring Your GPS Status.
- While your receiver is acquiring data, many red dots display on your map (except with Magellan receivers). You may have to zoom in to see them clearly. These red dots are positioned at the readings taken by the GPS receiver as it is acquiring data.
- Magellan receivers do not display any data until you are moving.
- If you have the HotSync manager loaded in the startup (the default configuration), it reserves the COM port. If that is the one where the GPS receiver is attached, you must exit HotSync manager for the GPS receiver to initialize. To do this, right-click the HotSync icon on the taskbar and click **Exit**. If you have two COM ports, verify the correct COM port is selected for use with your application. This pertains to older devices.
- Any questions or problems regarding the operation of your GPS receiver should be directed to its manufacturer.

Using NavMode or GPS Tab View

The default GPS view is NavMode—a hands free full-screen view that you can display in 2-D or 3-D. By default, the Control Panel is hidden and the tabs are minimized; however, you can change your display options.

The GPS tab view option allows you to use the GPS tab to control navigating and tracking. By default, the tabs and Control Panel are visible, but you can opt to hide them. It is available only in 2-D mode.

To turn NavMode on or off, click the **NavMode** button on the toolbar. When the button appears indented , NavMode is on.

Notes

- The GPS and NavMode toolbar buttons are hidden by default. To show them, right-click the toolbar and click **GPS/NavMode**.
- The NavMode button is greyed out unless you have a GPS device plugged in or are playing back a GPS log file.

You can also change your GPS view in the Options dialog box:

1. Click the **Options** button

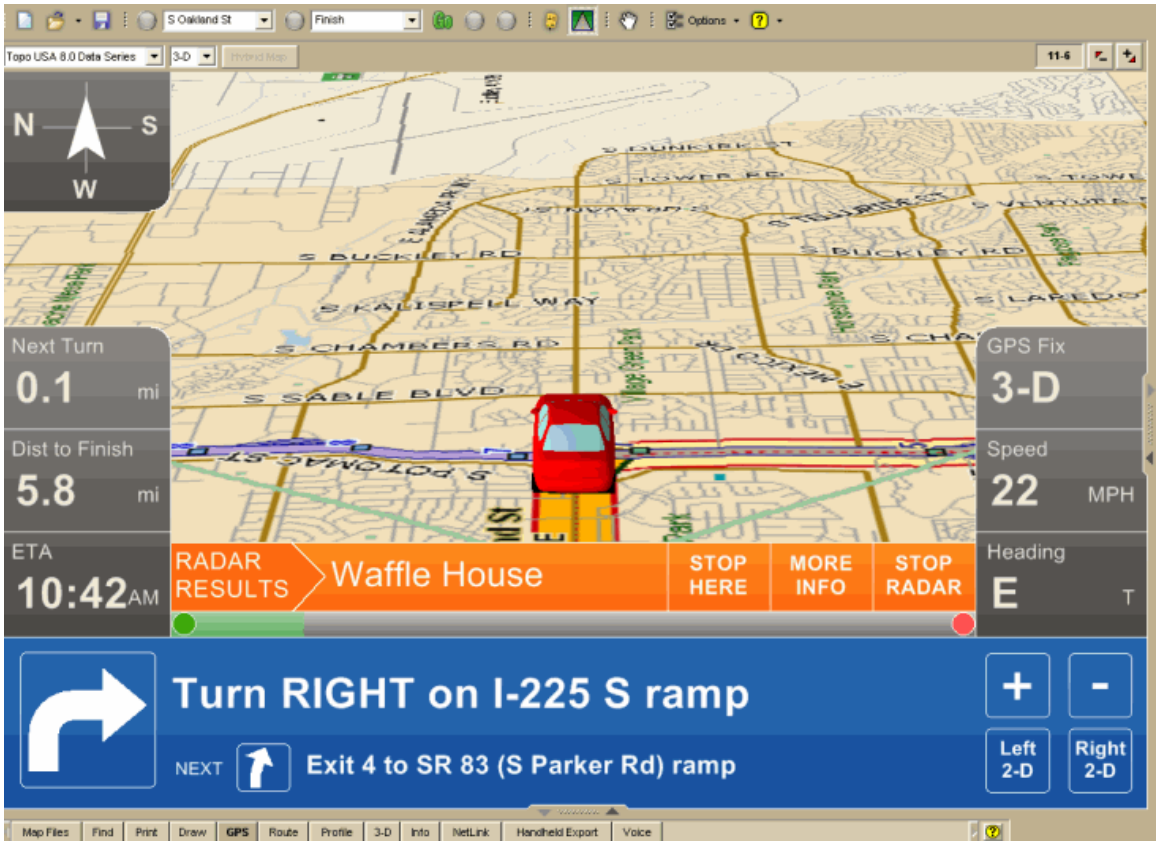
on the toolbar and click the GPS tab. You can also click the **Options** button on the GPS tab.
2. Clear the **Use NavMode** check box to turn it off or select the check box to turn it on.
3. Click **OK**.

See the NavMode tutorial in the Topo USA 8.0 Help system for more information.

Using UMPC and Small-screen Devices

The default interface minimizes the tab area, hides the Control Panel, and shows only the toolbar buttons you need for navigating and tracking on a small screen; however, you can add or remove tabs, show or hide toolbar buttons, and customize the interface to meet your needs. You can also view an overview map at the same time using the split-screen.

This screen is optimized for UMPC and is displaying GPS with NavMode.



Your Topo USA license allows you to install a copy of the software on a portable device in addition to your computer. Please see the license agreement for your software for further information:

Topo USA 8.0 Single-User License Agreement

Tracking a Route with GPS

When tracking, you can follow along a road route you created. As you travel, the current leg (segment) of your route is highlighted on the map.

Notes

- The GPS and NavMode toolbar buttons are hidden by default. To show them, right-click the toolbar and click **GPS/NavMode**.
- To automatically recalculate your route when off track, on the Route tab, select the **Auto** check box next to the **Back on Track** button on the New/Edit subtab. If you do not want the program to automatically recalculate your route when off track, clear the **Back on Track** check box and click **Back on Track** whenever you want to recalculate the route based on the current GPS position.
- If you want to create a log of your travels, select the **Start GPS Log** check box in the GPS tab of the Options dialog to log automatically. Or, click the **Record** button in the GPS Log subtab to log manually.
- The Turns option is available only during GPS tracking.

To Start GPS Tracking

Use the following steps to track your movement as you travel.

1. Create a route.
   Important If the current project includes hidden routes, they may recalculate if you selected the Auto Back on Track check box or if you selected the Recalculate When Off Route check box in the GPS Settings. To ensure this does not occur, clear these check boxes or delete the routes you do not want to recalculate.
2. Connect your GPS device to your computer.
3. Initialize the device. This step is not necessary if you are using an Earthmate GPS device.
4. In NavMode, click the **GPS** button on the toolbar.
   Click here for a description of the screen display.
   OR
   In GPS tab view, click the **GPS** tab and then click the **Status** subtab. For more information, see Monitoring Your GPS Status. Then, click **Start GPS** or click the **GPS** button on the toolbar.
   Click here for a description of the Show Turns area on the Route tab.
   - **Next Turn**–Displays the next turn and a turn graphic indicating the direction; the distance to the next turn, based on the units selected on the Display tab in the Options dialog box; and the time to the next turn.
   - **Next Stop**–The distance and estimated time to the next stop.
   - **Finish**–The distance and estimated time to the finish.

   Click the **Show More Turns** button to view information for the turn after the following turn.

   click **Show List** to return to the Directions dialog area.

- **Compass**–The default map setting is North up in 2-D and in the GPS direction in 3-D. To change the compass, select or clear the **Rotate Map in GPS** option on the GPS tab in the Options dialog box.
- **Next Turn**–The distance to the next turn, based on the units selected on the Display tab in the Options dialog box.
- **Dist to Finish**–The distance to the finish point on your route, based on the units selected on the Display tab in the Options dialog box.
- **ETA**–The estimated time of arrival at the finish of your route. This is based on the time and time zone set on your computer. If your trip goes beyond the current day, the day of arrival also displays. The ETA does not include any layover time at a stop.
- **GPS Fix**–Indicates if your GPS fix is 2-D or 3-D. If you do not have a fix or if the GPS is acquiring a fix, "No Fix" displays.
- **Speed**–Displays the speed you are traveling, based on the units selected on the Display tab in the Options dialog box.
- **Heading**–Displays as degrees T (True North) or M (Magnetic North) based on the bearing selected on the Units area in the Options dialog box.
- **Radar Results**–If you are using GPS Radar, an orange bar displays the closest search result. Click **Stop Here** to insert a stop into your route. Click **More Info** to open the GPS Radar subtab on the Find tab and get more information about the result. Click **Stop Radar** to stop searching.
- **Progress Bar**–The progress bar displays below the orange bar. It shows how far along you are in your route by distance.
- **Turns**–The blue area at the bottom of the screen shows the next turn in large text and the following turn in smaller text. An arrow showing the direction of each turn displays next to the text.
- **Zoom In/Out**–Click the plus sign in the Turns area to zoom the map in. Click the minus sign to zoom the map out.
- **Left 2-D or 3-D/Right 2-D**–You can choose to view the left map in 2-D or 3-D or the right map in 2-D. Click the button for the view you want. To view both the right and left map, use the resize tool to change the map area.

To Stop GPS Tracking

In NavMode, click the **GPS** button on the toolbar.

In GPS tab view, click the **GPS** tab and then click **Stop GPS** or click the **GPS** button on the toolbar.

Getting Back on Track When Off Course

To automatically recalculate your route when off course, select the **Auto** check box next to the Back on Track button in the Route tab. If you do not want the program to automatically recalculate your route when off track, clear the **Auto** check box and click the **Back on Track** button to manually recalculate the route.

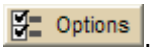
Panning the Map Automatically While GPS Tracking

When using the application with a GPS receiver to track a route, your map automatically pans and redraws as you travel, always indicating your position on the map when Center on GPS is activated.

To Automatically Pan the Map

The following procedure demonstrates how the check box and button work together to automatically pan the map.

1. Click the **Options** button

on the toolbar (or click the menu arrow and click **Options**) and then click the **GPS Settings** tab.
   OR
   Click the GPS tab to open it and click the **Options** button 

.
2. Under **When Tracking**, clear the **Recenter Map on GPS** check box. If you pan the map manually during GPS tracking, **Center on GPS** displays in the Control Panel.
   OR
   Select the **Recenter Map on GPS** check box. If you pan the map manually during GPS tracking, the map automatically re-centers itself on your location after 5 seconds.
3. Click **OK**.
4. Click the **GPS** tab and click **Start GPS**.
   OR
   Click the **GPS** button on the toolbar.

Notes

- The GPS and NavMode toolbar buttons are hidden by default. To show them, right-click the toolbar and click **GPS/NavMode**.
- The **Center on GPS** button displays and is activated by default on the Control Panel when the Recenter Map on GPS option is selected.
- If you deactivate the Center on GPS button, you can continue to manually pan the map or use the search function in the Find tab.
- When you are done with other tasks, click **Center on GPS** in the Control Panel to resume tracking.

Playing Back a Log File

After you log a route with your GPS receiver, you can play it back in the mapping application and review your entire journey on-screen.

Your log will play back in NavMode unless you have it turned off. For more information, see Using NavMode or GPS Tab View.

Notes

- You cannot play back a log file if you are currently tracking with a GPS receiver.
- Zooming in on the map allows you to see the log file in greater detail.
- When you play back a log file in NavMode, the tab area is not minimized; this allows you to control the playback.

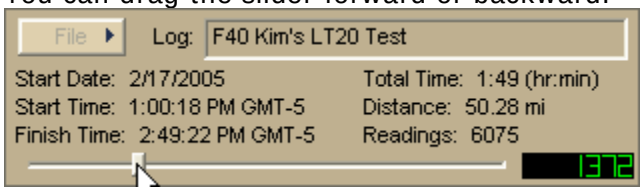
To Play Back a Log File

Use the following steps to play back and review a log file.

1. Click the **GPS** tab and then click the **GPS Log** subtab.
2. Click **Clear Trail** to clear any existing GPS points from the map display.
3. Click **File** and then click **Open**.
4. Single click the file you want to view.
   The bottom of the Open a GPL File dialog box opens the start location, start time, start coordinate, total distance, duration, finish location, finish time, finish coordinate, and the number of readings for the selected log. Log files have .gpl extensions and are saved by default in *C:\DeLorme Docs\GPSLogs*.
5. Click **Open**.
6. Click the **Play** button to begin playing back your log.
   OR
   Drag the slider in the **Progress Bar** (see graphic at the end of this topic) to the point in the log you want to play.
   Note Playing back a log file defaults to 1x, which occurs in real time and takes the same amount of time as the original trip did; for example, if your trip took six hours, the on-screen tracking process also takes six hours.

You can also:

- From the **Playback Speed** drop-down list, select an option (**2x**, **5x**, **10x**, **25x**, or **50x**) to increase the tracking speed accordingly.
- Click the **Pause** button to pause the tracking of the log file. The Pause button turns blue to indicate the file is paused. Click the **Play** button to continue playing back the file.
- Click the **Stop** button to stop the play back. To start the file over, click the **Play** button again.
- Click and hold the **Rewind** button to rewind the log file to a particular point.
- Click and hold the **Forward** button to fast forward the log file to a particular point.
- Drag the slider in the **Progress Bar** to view a particular point in the log. You can drag the slider forward or backward.



Previewing a GPS Log File

There are two ways to view an existing GPS log. You can play it back and watch it in real time (point-by-point), or you can preview it and view the entire log area without waiting for the playback to finish.

To Preview a Log File

Use the following steps to preview a log file.

1. Click the **GPS** tab and then click the **GPS Log** subtab.
2. Click **Clear Trail** to clear any existing GPS points from the map display.

3. Click **File** and then click **Open**.
4. Single click the file you want to view.
   The bottom of the Open a GPL File dialog box opens the start location, start time, start coordinate, total distance, duration, finish location, finish time, finish coordinate, and the number of readings for the selected log.
5. Click **Open**.
6. Click **File** and then click **File Preview**.
   The map centers on your log location.

Viewing File Details for a GPS Log

If you want more information about your GPS log than just seeing where you've been on the map, the File Details feature in the GPS Log subtab can give you a variety of information about your journey.

For even more specific information about your log, simply play back or preview your log and then right-click a specific GPS point on the map to learn the date and time the point was obtained as well as the speed, bearing, elevation, and GPS status for that particular point.

To View File Details for a GPS Log

Use the following steps to view log file details.

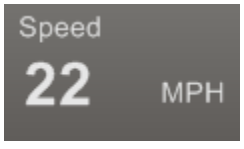
1. Click the **GPS** tab and then click the **GPS Log** subtab.
2. Click **Clear Trail** to clear any existing GPS points from the map display.
3. Click **File** and then click **Open**.
4. Select the file you want to view details for and then click **Open**.
5. Click **File** and then click **File Details**.
   A dialog box shows information about your log.
6. Click **OK** to exit the dialog box.

Monitoring Your GPS Status

Once you initialize your GPS and begun tracking, you can continue to monitor the status of your GPS connection and other information. Status information accuracy is affected by speed (3 mph or more) and your GPS status. 3-D status provides the most accurate information.

To Monitor Your GPS Status in NavMode

Speed

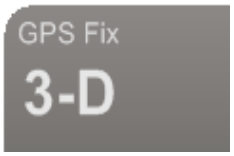


Displays the speed you are traveling based on the units you selected on the Display tab in the Options dialog box.

Heading

Displays the direction you are traveling in as degrees T (True North) or M (Magnetic North) based on the bearing selected on the Units area on the Display tab in the Options dialog box. Heading is provided as a numerical value as well as a compass direction.

GPS Fix



No GPS–Displays "No Fix"

Acquiring–Displays "No Fix"

2-D–Displays "2-D"

3-D–The GPS receiver is receiving sufficient satellite data to determine your location. When the status reads 3-D, your current heading and traveling speed are displayed.
Note If you are tracking with a WAAS-enabled device, a 3-D fix displays as "3-D DGPS."

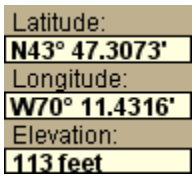
To Monitor Your GPS Status in GPS Tab View

Speed and Heading

Speed–Displays the speed you are traveling based on the units you selected on the Display tab in the Options dialog box.

Heading–Displays the direction you are traveling as degrees T (True North) or M (Magnetic North) based on the bearing selected on the Units area on the Display tab in the Options dialog box. Heading is provided as a numerical value as well as a compass direction.

Coordinates/Elevation



Coordinates–The coordinate fields display based on the units you selected on the Display tab in the Options dialog box.

Elevation–Displays the current elevation if the GPS status is 3-D and is based on the selected Units preference. Elevation can be displayed with a 2-D status; your position is indicated accurately on your screen as you travel unless you are in an area where your elevation varies greatly.

GPS Status

No GPS–A red circle with a slash indicates the GPS receiver is not yet detected by your computer. This status usually displays when initialization first begins.

Acquiring–A red blinking circle indicates the GPS receiver is not yet receiving sufficient satellite data to determine your position. This status displays while the GPS receiver is acquiring satellite data and can take several minutes.

2-D–A yellow circle indicates the GPS connection is successful but there is insufficient satellite data to determine your GPS position. This usually indicates insufficient data for an accurate location due to:

- Only three satellites being used
- Poor signals from the satellites.

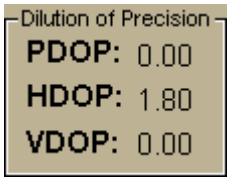
Move your receiver to another location until you get better reception.

3-D–A green circle indicates the GPS receiver is receiving sufficient satellite data to determine your location. When the status reads 3-D, your current coordinates, elevation, and heading are displayed, along with the speed you are currently traveling.
Note If you are tracking with a WAAS-enabled device, a 3-D fix displays as "3-D DGPS."

Monitoring GPS Satellite Information

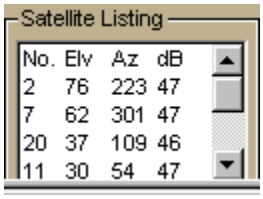
Click **Sat. Info** in the GPS tab to view the current satellite status. Sat. Info is a toggle button that switches to Status. Click **Status** to return to the original Status dialog area.

Dilution of Precision



The Dilution of Precision area lists your Position Dilution of Precision, your Horizontal Dilution of Precision, and your Vertical Dilution of Precision. For definitions of these terms, see Glossary Terms.

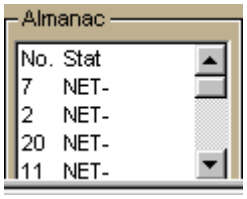
Satellite Listing



The Satellite Listing window displays the satellites that are currently visible in the sky. The columns list the satellite number, elevation, azimuth, and signal-to-noise ratio.

Satellite Listing information is only available for DeLorme receivers and NMEA-compatible receivers.

Almanac



When using a DeLorme GPS receiver, the Almanac window displays the satellite number and its current status.
N–Indicates the satellite is being used for navigation.
E–Indicates ephemeris data is available for the satellite.
T–Indicates the satellite is currently being tracked by your GPS receiver.
D–Indicates differential data is available for that satellite.
Notes

- Differential data is available on WAAS-enabled devices.
- Almanac information is available only for DeLorme receivers.

Skyview

The Skyview diagram indicates visible satellites, their number (assigned by the Department of Defense), and their position in the sky relative to your current position. Each satellite is color coded, based on the quality of data it is transmitting.

Gray–Indicates the satellite's position in the sky.

Red–Indicates your GPS receiver is tracking the satellite but it is not receiving data from it.

Yellow–(DeLorme GPS receivers only) Indicates your receiver is tracking the satellite, ephemeris data is available, but the satellite is not being used for navigation.

Green–Indicates your GPS receiver is tracking the satellite, ephemeris data is available, and the satellite is being used for navigation.

Dark Green–WAAS-enabled receivers only. Indicates your receiver is tracking the satellite, ephemeris data is available, the satellite is being used for navigation, and the satellite has DGPS and WAAS corrections available.

Blue–WAAS-enabled receivers only. Indicates a WAAS satellite used for corrections.

Viewing Sun and Moon Information

You can use the Sun/Moon subtab in the GPS tab to view information about the rising and setting of the Sun and Moon relative to a specified date, time, and location.

To View Sun and Moon Information

Use the following steps to view Sun and Moon information in the GPS tab.

1. Click the **GPS** tab.
2. Click the **Sun / Moon** subtab.
3. Click the down arrow next to the date to change the date.
4. Use the scroll arrows to change the time.
5. After you update the date and time, you can view:
    - The Sun and Moon traveling across the compass as time passes with the Sun/Moon compass. In the center of the compass, a shadow grows and shrinks and changes direction as the Sun moves across the compass (similar to a sun dial).
    - Sun rise/set and Moon rise/set information.
    - Moon cycle information (such as the day of the moon cycle and the phase).

About GPS

What is GPS?

The Global Positioning System (GPS) applies modern technology to the ancient basics of navigation. The U.S. Department of Defense has developed and launched a series of positioning satellites in an orbiting constellation. These satellites are used as reference points much the same way stars have been used in conventional navigation.

Using these satellites, a GPS receiver can determine your position anywhere on the globe. GPS provides accurate information about coordinate position, elevation, speed, and direction of travel. Many people have discovered the benefits of GPS for tracking vehicles, recording routes, and much more.

How Does GPS Work?

The GPS constellation consists of 24 satellites, each carrying several atomic clocks to ensure the most accurate time possible. The satellites broadcast low-power radio waves containing the satellite's identity code and the exact time (to the nanosecond) that the message was sent.

When a GPS receiver picks up a satellite signal, it identifies the satellite and compares the signal time with its own clock. The time difference represents the time it has taken for that radio wave to travel from the satellite to the receiver. Since radio waves travel at the speed of light, the time difference can be used to calculate the distance from the satellite to the GPS receiver.

The satellite's identity code provides the location of the satellite, and the distance to the receiver creates a sphere of possible locations for the GPS receiver. Without more information, the receiver only knows that it is located somewhere on that sphere.

Two additional satellites are necessary to narrow down the receiver's possible position. Each of these satellites sends a similar radio message containing time and identity information. The GPS receiver checks the orbital location of each satellite and uses the elapsed time to create two additional spheres of possible locations. These three spheres intersect at two points; however, one of these points is eliminated because it is far away from the earth's surface. Therefore, the second point is assumed to be correct. The data from these three satellites provides the receiver with a two-dimensional location.

Data acquired from a fourth satellite pinpoints the receiver's exact location. This additional positioning information allows the GPS receiver to calculate its elevation, which is particularly important for GPS users in mountainous locations.

GPS Position Accuracy

The accuracy of the data your GPS receiver provides is dependent upon many factors, including the quality of your equipment. A low-quality clock within the receiver decreases the accuracy of your location. The atmosphere, the ionosphere, and the number of channels your receiver can handle all affect the accuracy of your system. Consult your GPS hardware manuals for information on how your receiver adjusts for errors.

Any buildings, natural structures, or heavy foliage that obstruct the GPS antenna's view of the sky prevent satellite signals from reaching the receiver and decreases the accuracy of your position.

Your accuracy will also depend on your level of clearance with the U.S. Department of Defense. There are two available radio signals that receivers can use: the

Standard Positioning Service (SPS) for civilians and the Precise Positioning Service (PPS) for military and authorized personnel.

Using Voice Navigation

Voice Overview

To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

Using the speech recognition and text-to-speech technology included in your application, you can issue a series of voice commands to a laptop computer. The voice commands activate basic navigation, map control, and GPS features, providing you with hands-free program navigation so you can concentrate on your driving. When tracking with a GPS receiver, you can receive spoken updates about your route directions, next turn, next stop, current location, etc.

Notes

- The Voice label on the Voice tab displays red when the microphone is activated.
- Your application comes equipped with Microsoft® English Recognizer Version 5.1. You can also use other speech recognition engines that you may have purchased separately from other software companies. Such speech recognition engines must support SAPI 5.1 to be available to you in your application. See the Speech settings in the Windows Control Panel for more information about your engine.
- If you have purchased other voices (text-to-speech engines) that are SAPI 5.1-compatible, they are available in your application.
- You must have a microphone attached to your computer to use speech recognition (for input).
- For tips on using the speech recognition feature and setting up your microphone, see Speech Recognition Tips.
- If you are having difficulty hearing the voice output, adjust the volume on your external speakers or adjust your computer's volume using the settings in the Windows® Control Panel.
- If you chose the custom installation option when you installed your application, you were asked whether or not to install a speech recognition engine for voice input. If you want to use voice input and selected not to install a speech recognition engine when you installed the program, you must uninstall and then reinstall the application, making sure to select to install the speech recognition engine.
  Notes
  - The speech recognition engine is automatically installed on Windows Vista operating systems.
  - If you have another DeLorme product installed and already opted to install the speech recognition engine, you may not see the option to install it again.

Activating and Monitoring Speech Recognition

To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

Use the Voice tab to view status information about your microphone and the list of available voice commands.

- The Microphone bar (VU meter) indicates the level of sound received from the microphone.
- The Command Status area displays either the last recognized voice command or one of the following error messages:
  - Too noisy
  - No signal
  - Input too loud
  - Input too quiet
- The Commands box lists the voice commands for accessing the Voice tab, navigating, using the map, and using GPS. It shows the availability of the commands and their shortcut keys. You can double-click a command to issue it.

To Activate and Monitor the Speech Recognition Feature

Use the following steps to activate and monitor the speech recognition feature.

1. Click the **Voice** tab.
2. Select the **Microphone** check box to activate your microphone and to turn on the speech recognition feature.
   The tab name turns red if the microphone is listening to your commands.
   Note If your microphone is active when you exit the program, it will still be active when you re-enter the application.
3. To trigger an audible signal when a voice command is recognized, select the **Beep When Heard** check box.
4. To display all of the possible voice commands, including variations of the commands, select the **Show All Commands** check box.
   Both enabled and disabled commands are displayed.
   Note Some commands are disabled if a route is not calculated or if the GPS is not initialized.

Voice Commands

To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

Your application includes Route, Map, GPS, and Voice tab control commands. Select the **Show All Commands** check box to view all options, including those which are variations or unavailable.

Route Tab Commands

The following table shows navigation voice commands for the Route tab. If there is a keyboard shortcut available, it is listed after the command.

Spoken Command	Response
What is the next turn? (F5)	Speaks the next turn name, time to turn, distance to turn, bearing to turn, and turn direction. Displays the Directions subtab in the Route tab.
What's the next turn? (F5)	
Next turn. (F5)	
Show next turn. (F6)	Displays current location and next turn. Displays the Directions subtab in the Route tab.
Center on next turn.	Centers map on the next turn. Displays the Directions subtab in the Route tab.
What is the next stop?	Speaks the next stop name, distance to stop, bearing to stop, and time to stop. Displays the Directions subtab in the Route tab.
What's the next stop?	
Next stop	
Show next stop. (F7)	Displays current location and next stop. Displays the Directions subtab in the Route tab.
Center on next stop.	Centers map on the next stop. Displays the Directions subtab in the Route tab.
After that.	Speaks the next stop or turn information, depending on the previous spoken direction.
Are we there yet?	Speaks the finish name, time to finish, and distance to finish.
Show finish. (F8)	Displays current location and finish on the map.
Center on finish.	Centers map on the finish. Displays the Directions subtab in the Route tab.
Directions.	Speaks the next turn, next stop, finish, name, time, and distance. Displays the Directions subtab in the Route tab.
Where am I?	Speaks current route segment, heading, speed, town, county, and state.
Coordinates.	Speaks the coordinate of your current location.
Shush.	Silences GPS voice navigation, but does not turn it off.
Be quiet.	Silences GPS voice navigation, but does not turn it off.
Voice nav on. (F2)	Turns voice navigation (spoken turn directions) on.
Voice nav off. (F2)	Turns voice navigation (spoken turn directions) off.
Show route.	Displays your route on the map.

Back on track.	Adds current GPS location as a stop and recalculates the route.
Continue route from here. (F9)	Adds current location as a stop and recalculates the route.
Show turns.	Activates the Show Turns dialog area in the Route tab.
Show directions.	Activates the Directions subtab in the Route tab.
Show list.	

Map Commands

The following table shows main map voice commands. If there is a keyboard shortcut available, it is listed after the command.

Spoken Command	Response
Pan left. (ALT+Left)	Pans (or scrolls) the map left.
Scroll left. (ALT+Left)	
Pan right. (ALT+Right)	Pans (or scrolls) the map right.
Scroll right. (ALT+Right)	
Pan up. (ALT+UP)	Pans (or scrolls) the map up.
Scroll up. (ALT+UP)	
Pan down. (ALT+DOWN)	Pans (or scrolls) the map down.
Scroll down. (ALT+DOWN)	
Zoom in. (ALT+PAGE DOWN)	Zooms in one level.
Zoom out. (ALT+PAGE UP)	Zooms out one level.
Zoom in <#> times.	Zooms in the specified number of levels.
Zoom out <#> times.	Zooms out the specified number of levels.
Zoom level <#>.	Zooms to specified level.
Previous map.	Displays the previous map.
Go back.	

GPS Tab Commands

The following table shows GPS voice commands. If there is a keyboard shortcut available, it is listed after the command.

Spoken Command	Response
Start GPS. (CTRL+G)	Starts GPS tracking.
Stop GPS. (CTRL+G)	Stops GPS tracking.
GPS status.	Displays the GPS Status subtab.
Monitor GPS.	Displays the GPS Monitor subtab.
GPS Monitor.	
Center on GPS. (ALT+P)	Recenters the map on the current GPS location.
Stop centering on GPS. (ALT+P)	Stops the map from recentering on your current GPS location.
Stop center on GPS. (ALT+P)	
Clear GPS.	Clears the GPS "bread crumb trail" from the map.
Autorotate map on. (ALT+R)	Turns automatic map rotation on.
Autorotate map off. (ALT+R)	Turns automatic map rotation off.
Autozoom map on. (ALT+Z)	When GPS tracking, turns automatic zoom on.
Autozoom map off. (ALT+Z)	When GPS tracking, turns automatic zoom off.

Voice Tab Commands

The following table shows Voice tab voice commands and the response. If there is a keyboard shortcut available, it is listed after the command.

Spoken Command	Response
What can I say?	Displays the Monitor dialog box.
More commands.	Displays next page of voice commands.
Repeat last command.	Repeats your last spoken command.

Voice Prompts

Directions (spoken first or alone)

Proceed…
Continue straight…
Bear right…
Bear left…
Turn right…
Turn left…
Turn hard right…
Turn hard left…
Go east…
Go west…
Go north…
Go northeast…
Go northwest…
Go south…
Go southeast…
Go southwest…

Direction distance modifiers (spoken second)

…in [distance in tenths of a mile]

Other (spoken alone)

At finish. [was: “Destination reached.”]
Last leg.
Approaching finish.
Off route.

Voice Options

Voice Options Overview

Click a link to learn more about the Voice tab in the Options dialog box:

- Training the Speech Recognition Engine
- Speech Recognition Tips
- Changing Voice Output
- Voice Preferences

Training the Speech Recognition Engine

> To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

You should train the speech recognition engine to provide good speech recognition results. Before training, ensure your microphone is active and the speech recognition feature is on. For more information, see Activating and Monitoring Speech Recognition.

To Train the Engine to Recognize Your Speech Patterns

You should train the speech recognition engine to recognize your specific speech patterns. This is often done by reading a predetermined piece of text supplied by the creator of the speech recognition engine. If the engine supports multiple user models, you can train the engine to recognize more than one speech pattern.

Use the following steps to train the speech recognition engine to recognize your speech patterns.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Voice Settings** tab.
3. Select the microphone you intend to use from the **Microphone** drop-down list.
4. Select your preferred user voice model from the **User Profile** drop-down list.
   Note To create a new speech recognition profile for each of your working environments (noisy, quiet) and users (your spouse, your child), click **Speech** in the Windows Control Panel.
5. Select your preferred speech recognition engine from the **Recognizer** drop-down list.
   Note Select the most recent version available in the drop-down list.
6. Click **Speech Profile Training** to display the speech training wizard specific to your speech recognition engine.
   Note This feature is available only if it is supported by your speech recognition engine.
7. Follow the on-screen instructions.

Tips

For best results:

- Use a close-talk microphone that rests near the side of your mouth instead of a desktop or built-in microphone.
- Train the speech recognition engine in the same environment in which you will use it. For example, if you use the engine mostly in the car, perform training in the car. Perform three training sessions to get the best results.
- When training, speak the same voice as you will when giving voice commands to the computer. Speak distinctly and at an average speed, as if giving a command.
- Use the Microphone Wizard to ensure your microphone is working correctly and to view tips on microphone selection and placement. To use the wizard, click **Microphone Setup** on the Voice tab of the Options dialog. Or, from the Start menu on your computer, browse to the Control Panel and double-click the **Speech** icon to open the Speech Properties dialog box.
- To increase the likelihood of correct speech recognition, on the Voice Settings tab in the Options dialog box, select the **Commands start with** check box and then type the appropriate word/phrase in the text box (if using a single word, use a word with more than one syllable). For example, if you type **computer**, you would then say "Computer, zoom in."

Speech Recognition Tips

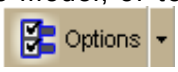
To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

The following tips provide information on using the speech recognition feature and setting up your microphone.

- Speech recognition is only active when your application is the active window.
- Commands become enabled based on your current GPS status, your data zoom level, and other factors. Enabled commands do not have a red "x" on the icon.
- Disabled commands have a red "x" on the icon.
  Note Some commands are disabled if a route is not calculated or if the GPS has not been initialized.
- Avoid noisy environments when using voice command navigation.
- Use a close-talk microphone for best speech recognition results.
- Properly position your microphone to achieve the best speech recognition results. For a close-talk microphone, the recommended position is a thumb-width from the corner of your mouth and slightly to the side. For more information, see the note at the end of this topic.
- When issuing commands to the computer, use the same tone that was used when during the speech recognition engine training.
- Keep the microphone as far as possible from the car radio or console, computer speakers, or other speakers.
- If your microphone is near your speakers, and you are using the microphone together with voice reminders (GPS VoiceNav), the program may recognize

some of the words that it is speaking and react to them. Here are ways to eliminate this problem:

- Make sure that you have chosen the Voice Output device (speakers, headset) and the Input device (on-board microphone, headset microphone) that you intend to use with DeLorme GPS voice navigation. Use the selections that are available in the Voice settings tab in the Options dialog box.
- If more than one speech recognizer is available in the drop-down list, choose the most recent (highest version number).
- Your best speech recognition responses will always be to use a close-talk microphone with voice output using the laptop speakers rather than a headphone speaker so that the computer will not "hear itself."
- If you are speaking with someone else in the room, have a radio or television on, and so on, the computer may think those sounds are commands to follow. Select the Microphone check box on the Voice tab only when you intend to use it. If you exit the program with the Microphone check box selected, the program will start speech recognition again when you restart the program. Voice recognition requires a lot of disk space and slows down the system if you are not using it. Remember: the Voice tab displays with red font whenever the microphone is listening.
- Use the Commands Start With feature in the Voice tab in the Options dialog to clearly distinguish commands from other noise and speech. Set the Commands Start With phrase to something like “computer” or “Simon Says” to reduce the chances of an unexpected command recognition. When choosing a phrase, make sure that it is more than one syllable. The phrases "computer" or "Simon Says" work well. But the simple word "map" probably will not.
- Train the speech recognition system in the environment in which you will use it (for example, in a noisy car).

Note To find out the proper position for your microphone model, or to find tips on how to purchase a microphone, click the **Options** button 

on the toolbar (or click the arrow next to the **Options** toolbar button to open the menu; then, click **Options** to open the dialog box), click the **Voice Settings** tab, and then click **Microphone Setup**. Or, from the Start menu on your computer, browse to the Control Panel and double-click the **Speech** icon to open the Speech Properties dialog box.

Changing Voice Output

To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

Your application offers text-to-speech technology so you can receive spoken updates about your route directions, next turn, next stop, current location, time to finish, or current coordinates when navigating with a GPS receiver. Text-to-speech allows hands-free navigation of the program on your computer.

Use your text-to-speech engine to change and preview the tone and quality of the computer's voice.

To Change the Voice Output

Use the following steps to change your computer's voice.

1. Click the **Options** button

on the toolbar.
   OR
   Click the arrow next to the **Options** toolbar button to open the menu. Then, click **Options** to open the dialog box.
2. Click the **Voice Settings** tab.
3. From the **Voice** drop-down list box, select a voice from the list of options. A description of the selected voice displays to the right of the drop-down list box.
   Note If you have purchased SAPI 5.1-compatible voices from another software vendor, they are included in this list.
4. From the **Device** drop-down list box, select the output device from which you want to hear the computer's voice (for example, your speakers or a headset).
5. To preview the voice, click **Test Voice**, type a sample sentence, and then click **OK**.
   The sample sentence is spoken in the selected voice.
6. Use the **Voice Volume** spin box to adjust the output volume relative to the other programs you are running. By default, this is set to 100 (maximum). Note that you cannot set the volume higher than your speakers or Windows Control Panel settings capabilities.
   Note Click Audio Controls to access additional volume settings.
7. Use the **Speaking Rate** spin box to adjust the rate at which the computer's voice will speak. A value of 50 is normal.

Voice Preferences

To use voice navigation, you must have a 2-D or 3-D GPS fix and a route calculated.

The Voice tab in the Options dialog displays a series of Engine Option buttons. These option buttons allow you to view information or change preference settings in your speech recognition or text-to-speech engines. Some speech recognition or text-to-speech engines do not support some of the preference options.

To View and Update Speech Recognition Preferences

To change speech input preferences, click the **Options** button

on the toolbar (or click the arrow next to the **Options** toolbar button to open the menu; then, click **Options** to open the dialog box), and then click the **Voice Settings** tab. The following options are available under the Speech Recognition area of the dialog box.

- **Microphone Setup**–Opens the Microphone Wizard to adjust speech recognition whenever you change microphone or noise environments.
- **Speech Profile Training**–Opens Voice Training Wizard to train the engine to recognize your speech patterns. This process may take 10–15 minutes to complete.
- **DeLorme Training**–Opens an abbreviated version of the Voice Training Wizard. This dialog trains the system on DeLorme voice commands.
- **Add/Delete Words**–Opens the Add/Delete Words Wizard with the pronunciation wizard specific to your speech recognition engine. You can enter, edit, or view the words in your pronunciation vocabulary. Use this wizard when the speech recognition has trouble understanding a specific word that you are saying.
- **Recognition Settings–**Opens the Recognition Profile Settings dialog. Use this to change preferences for sensitivity and tolerance of errors in recognizing your voice.
  Note Your application comes equipped with Microsoft English Recognizer Version 5.1. You may have a premium version (for example, Microsoft Office 2003 installs Microsoft English U.S. Version 6.1 Recognizer). Select the most recent version.

To View and Update Voice Output Preferences

To change voice output preferences, click the **Options** button

on the toolbar (or click the arrow next to the **Options** toolbar button to open the menu; then, click **Options** to open the dialog box), and then click the **Voice Settings** tab. The following options are available under the Voice Output area of the dialog box.

- **Test Voice**–Choose to display the preview voice dialog box for your text-to-speech engine. Type in a sentence and click **OK** to hear it spoken.
- **Audio Controls**–Choose to adjust the speaker volume for all programs on your computer. This is equivalent to the same adjustment in the Windows Control Panel.

Using Handheld Devices

Handheld Export

Setting Your Handheld Export Preferences

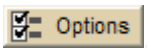
You can customize your map export options so that you export exactly the map data types and data zoom level ranges you want to view on your Earthmate PN-Series GPS device or handheld device.

Note You must have Street Atlas USA® Handheld installed to view exported maps on a PDA.

To Set Your Handheld Export Preferences

Use the following steps to customize your map cutting preferences.

1. Click the **Options** button

on the toolbar (or click the menu arrow and click **Options**) and then click the **Handheld** tab.
   OR
   Click the **Handheld Export** tab and click the **Options** button 

.
2. Under **Export Map Format and Location**, select **DeLorme Earthmate** to send maps to an Earthmate PN-Series GPS device OR select **Palm OS/Pocket PC** to send maps to a Palm OS or Pocket PC PDA.
   Note Map packages are saved in the location displayed. To change where you save map packages, click **Browse** and navigate to the new location.
3. Under **Export Data Zooms**, select the check box next to each map data type you want to export—you should select only the data types that are in the area you are exporting. All user map data types are listed. For other data types, only connected map data types are listed.
   Tip Topo USA 8.0 Data Series is the same data that is on the detailed data DVDs that came with your PN-Series GPS. If you installed the detailed data for the map you are creating, make sure the **Topo USA 8.0 Data Series** check box is cleared so you do not duplicate data in your map.
4. Under **Zoom Range**, drag the slider controls to the minimum and maximum data zoom levels at which to view the data.
5. For Draw Layers, select **Less Detail** or **Full Detail**. Less Detail creates a smaller file size and the data on the device has less detail than it does on the map. Full Detail creates a larger file size and the data on the device is identical to the data on the map.
6. Repeat the steps for each selected map data type. The minimum and maximum data zoom levels display to the right of each map data type.
7. Click **OK** to accept the changes and close the Options dialog box.
   OR
   Click **Apply** to accept the changes and remain working in the Options dialog box.

Notes

- Click **Use Defaults** to return the slider controls to their default minimum and maximum values.
- Raster imagery (such as USGS Quads, aerial imagery, NOAA nautical charts,

and satellite imagery) includes color-coded data zoom level suggestions under Zoom Range.

- **Green** indicates the data zoom levels at which the data is best viewed. The default values are set to only export data zoom levels that are in the green area.
- **Red** indicates zoom levels at which the data is available but not necessarily the best viewed.

- Maps with multiple data types have large file sizes. To decrease the file size when exporting multiple map data types, try exporting raster data with small data zoom level ranges. The following list provides the optimum data zoom level ranges for each raster data type:
  - Draw Layers — 1-17

    All draw layers in the current project, excluding waypoints and tracks. See Adding Draw Layers to a Map Package for more information.
  - Topo USA 8.0 Data Series — 9-17

    Topo USA base map data.
  - Satellite Imagery (SAT10) — 9-11

    True-color 10-meter resolution imagery from the French based SPOT satellite (Satellites d'observation de la Terre). Downloaded using the NetLink tab.
  - USGS Quads (3DTQ) — 12-14

    Color contour topographic maps produced by the United States Geological Survey. Downloaded using the NetLink tab.
  - Aerial Imagery (DOQQ) — 15-16

    Black and white 1-meter resolution digital aerial photography. Downloaded using the NetLink tab.
  - Color Aerial Imagery (DOQQ) — 13-17

    True-color 1-meter resolution digital aerial photography. Downloaded using the NetLink tab.
  - NOAA Nautical Charts (varies)

    Color bathymetric nautical charts produced by the National Oceanic and Atmospheric Administration (NOAA). Downloaded using the NetLink tab.
  - USGS Hi-resolution 133 City Imagery — 13-17

    Color aerial imagery over the country's largest metropolitan areas with a resolution of approximately 1/3 meter (or about 1 foot).
- For information on how data zoom levels display on Earthmate PN-Series GPS devices, see Data Zoom Level/Scale Bar Translation.

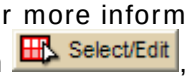
Creating a Map Package

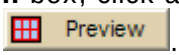
You can export maps to use on a DeLorme Earthmate® PN-Series device or a compatible Palm® OS or Pocket PC PDA. You must have Street Atlas USA® Handheld installed to view exported maps on a PDA.

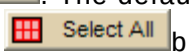
See the Create Custom Maps for an Earthmate PN-Series GPS tutorial in the Topo USA 8.0 Help system for more information.

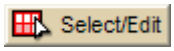
To Create a Map Package

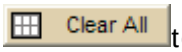
Use the following steps to create a custom map to send to an Earthmate PN-Series GPS or PDA.

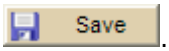
1. Set your handheld export preferences using the Handheld tab in the Options dialog box. Be sure to specify if you are exporting maps to a **DeLorme Earthmate** or **Palm OS/Pocket PC** device.
2. Click the **Handheld Export** tab.
3. To manually select the export area, choose an appropriate grid size from the **Grid Size** drop-down list (for more information, see Grid Size Comparisons), click the **Select/Edit** button 

, and click grids on the map to add or remove them. Grids selected for export are shaded red. You can click and drag to quickly select multiple grids.
OR
Select the grid size from the **Grid Size** drop-down list (see Grid Size Comparisons for more information), type a location in the **Search for and select a location** box, click a result in the results list, and then click the **Preview** button 

. The default export area is defined with shaded grids. Click the **Select All** 

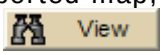
button to select the default export area or click the **Select/Edit** 

button to add or remove grids. Grids selected for export are shaded red.
Note Click the **Clear All** button 

to clear the highlighted grids from the map.
4. Type a name for your map package in the **Save your map for Exchange** box.
5. Click **Save** 

.
6. Send the map package to your Earthmate PN-Series device (other than PN-20), Earthmate PN-20, Palm OS or Pocket PC PDA.

Notes

- To view a previously exported map, select it from the **Saved Map Packages** list and then click **View** 

- To delete a previously exported map, select it from the **Saved Map Packages** list and then click **Delete**

- You may experience a performance issue if you try to export a map that covers a very large area. To improve performance, decrease the size of the map. If the map does not cover the area you need, export several smaller maps until they cover the entire area you need.

Grid Size Comparisons

When you use the Handheld Export tab to export maps, you can choose a grid size. A grid of the same size gets progressively larger in coverage (square area) the closer it is to the equator. This is because the grid system is based on the latitude/longitude coordinate system.

60 seconds = 1 minute

60 minutes = 1 degree

A 1.5 degree grid = 9 30 minute grids, 324 5 minute grids, 8,100 1 minute grids, or 202,500 12 second grids.

A 30 minute grid = 36 5 minute grids, 900 1 minute grids, or 22,500 12 second grids.

A 5 minute grid = 25 1 minute grids or 625 12 second grids.

A 1 minute grid = 25 12 second grids.

Grid Size	Factor	# of Grids	# of Grids	# of Grids	# of Grids	Display Range
1.5 degree	9 x 30 minute	1	N/A	N/A	N/A	4-20
30 minute	36 x 5 minute	9	1	N/A	N/A	6-20
5 minute	25 x 1 minute	324	36	1	N/A	8-20
1 minute	25 x 12 second	8,100	900	25	1	11-20
12 second	N/A	202,500	22,500	625	25	13-20

Data Zoom Level/Scale Bar Translation

Your DeLorme application and your Earthmate PN-Series GPS device use different methods for representing the map's scale. In Topo USA, scale is represented as a data zoom level (1-17). The Earthmate PN-Series GPS device uses a scale bar, based on the measurement units chosen in Device Setup.

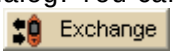
The following table describes the correlation between data zoom levels in your DeLorme application and the scale bars on the device.

Data Zoom Level	Scale Bar Label			
	km/m	mi/ft	NM/ft	NM/m
1	1000km	500mi	500NM	500NM
2	500km	250mi	250NM	250NM
3	250km	125mi	125NM	125NM
4	125km	64mi	64NM	64NM
5	64km	32mi	32NM	32NM
6	32km	16mi	16NM	16NM

7	16km	8mi	8NM	8NM
8	8km	4mi	4NM	4NM
9	4km	2mi	2NM	2NM
10	2km	1mi	1NM	1NM
11	1km	0.5mi	0.5NM	0.5NM
12	400m	0.25mi	0.25NM	0.25NM
13	200m	640ft	640ft	200m
14	100m	320ft	320ft	100m
15	50m	160ft	160ft	50m
16	25m	80ft	80ft	25m
17	12m	40ft	40ft	12m

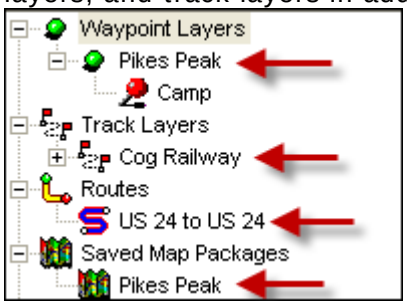
Exchanging Information with an Earthmate PN-Series GPS

Exchanging Maps, Tracks, Routes, and Waypoints

You can use Topo USA® to exchange waypoints, tracks, routes, and maps with an Earthmate® PN-Series GPS device. Click the **Exchange** button on the toolbar to open the Earthmate PN-Series GPS Exchange dialog. You can also open the Exchange dialog by clicking the **Exchange** button 

on the Handheld Export tab or the GPS tab.

If your project includes a route, track, or waypoint, those items are saved separately from the map package so you can manage them independently. When you open the Exchange dialog to send the map package to your device, the individual elements of the map appear in the left tree menu. When you exchange a map package between your mapping application and your device, you must send the routes, waypoint layers, and track layers in addition to the map package.



Click a link below for information about exchanging information.

Earthmate PN-Series (excluding PN-20)

Sending/Receiving Maps
Sending/Receiving Routes
Sending/Receiving Tracks
Sending/Receiving Waypoints
Firmware Updates

Earthmate PN-20 Only

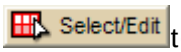
Sending/Receiving Maps
Sending/Receiving Routes
Sending/Receiving Tracks
Sending/Receiving Waypoints
Firmware Updates

Adding Draw Layers to a Map Package

If you have draw layers (excluding waypoints and tracks) that you want to send to an Earthmate® PN-Series GPS, you can use the Handheld tab in the Options dialog to create a map that includes the data. You can then use the Exchange dialog to send the map to the device.

To Create a Map with Draw Layers

Use the following steps to create a map with draw layers to send to the device:

1. Click the **Draw** tab.
2. Select each draw layer you want to send to the device.
   Selected layers appear on the map.
3. Click the **Handheld Export** tab and zoom to the area of interest on the map.
4. Click the **Options** button to open the Handheld tab in the Options dialog box.
5. Under **Export Map Format and Location**, select **DeLorme Earthmate**.
   Note Map packages are saved in the location displayed. To change where you save map packages, click **Browse** and navigate to the new location.
6. Under **Export Data Zooms**, select **Draw Layers**.
7. Choose the zoom ranges at which you want to view the data at on the handheld device.
8. Select **Less Detail** or **Full Detail**. Full Detail saves the data as it appears on the map, but the file size is larger. Less Detail reduces the detail on the map so the file size is smaller.
9. Click **Select/Edit** 

to select the grids that cover the draw layers you want to send to the device.
   You can use the **Grid Size** control to modify the grid size. When selecting grids, you will receive an error in the Info box if the map output is too large. You can select fewer grids or adjust the Draw Layers zoom ranges to reduce the map output size.

To Send Draw Layers to Your Device

To send a map package with draw layers to your device, see the Help topic for your device:

- Sending/Receiving Maps—Earthmate PN-Series GPS (other than PN-20)
- Sending/Receiving Maps—Earthmate PN-20

Deleting Maps, Waypoints, Routes, and Tracks

You can use the Earthmate PN-Series Exchange dialog box to delete maps, waypoints, routes, and tracks from Topo USA® and from your Earthmate PN-Series GPS.

To Delete a Map, Waypoint, Route, or Track from Topo USA

To delete a route, waypoint, track, and map that is in your current project, click to highlight the item (in the left pane of the Earthmate PN-Series GPS Exchange dialog box) and then click the **Delete** button OR right-click the item and click **Delete**.

To Delete a Map, Waypoint, Route, or Track from an Earthmate PN-Series GPS

To delete a route, waypoint, track, and map that is stored on your Earthmate PN-Series GPS, click to highlight the item (in the right pane of the Earthmate PN-Series GPS Exchange dialog box) and then click the **Delete** button OR right-click the item and click **Delete**.

PN-Series (other than PN-20): Sending/Receiving Information

Sending/Receiving Maps

Earthmate PN-Series (other than PN-20)

You can use Topo USA® to send custom map packages to your Earthmate® PN-Series GPS device.

Use the Handheld Export tab to create custom map packages of any size that cover any location in the U.S. The data included in a custom map package is dependent on the data that is available for the export area as well as the preferences made in the Handheld Options settings.

Notes

- The fastest method for transferring maps is to use an SD card and an SD card reader. You do not have to connect your device to your computer. Just insert the SD card/reader into your computer and in the Exchange dialog choose the drive for the SD card reader.
- To make the best use of your device's memory, transfer maps to the device's internal drive.
- If you have the device's Connect to Computer method set to Data Exchange, *transfer will be slow* as the device is not being used as an external drive.
- If you bypassed the Connect to Computer screen on the device, press MENU, go to **Device Setup > Connect to Computer > USB Setting** and select the option you want from the drop-down list.
- To rename, delete, or send/receive a map, right-click the item in the

Exchange dialog and select the appropriate option. You can also delete a map by clicking the item and then clicking the **Delete** button.

To Send Maps

Use the following steps to send maps to your device's internal memory or an SD card in the device.

1. Use the Handheld Export tab and the handheld export settings to create a map package.
   To learn how to create maps, see:
   - Creating a Map Package

   In the Topo USA 8.0 Help system:
   - Tutorial: Add a Map to Your PN-Series GPS (NetLink Imagery)
   - Tutorial: Create Custom Maps for an Earthmate PN-Series GPS
2. Connect the device to your computer with the USB cable and power it on.
   The Connect to Computer screen appears.
3. On the device, highlight **Map Transfer** and press ENTER. Then, highlight **Transfer to SD Card** to send the map to an SD card, or **Transfer to Internal** to send the map to internal memory and press ENTER.
   When the Transfer Maps message appears, your device is ready for transfer. Set it aside.
4. In Topo USA, click the **Exchange** button

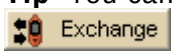
on the Handheld Export tab or click the **Exchange** button on the toolbar.
   The Earthmate PN-Series GPS Exchange dialog box opens.
5. To transfer maps to an SD card in the device, select the removable drive (for example, *Removable Disk E: Removable Disk*) from the drop-down list in the upper-right corner of the dialog box.
   OR
   If you are transferring to internal memory, select the internal drive (for example, *EM_USERMAPS E: Removable Disk*) from the drop-down list.
6. In the left pane of the dialog box, click the plus sign next to **Saved Map Packages**, and then click the map package you want to send to your device.
   OR
   To send all map packages, click **Saved Map Packages**.
7. In the right pane of the dialog box, under Map Packages, click **Internal Memory** or **SD Card**.
8. Click **Send**.
   A progress bar indicates the copy status.
9. Click **Done**.
10. On your device, press ENTER to return to GPS use.

To Receive Maps

Use the following steps to receive maps from your device's internal memory or an SD card in the device into your mapping application.

1. Connect the device to your computer with the USB cable and power it on.
   The Connect to Computer screen appears.

2. On the device, highlight **Map Transfer** and press ENTER. Then, highlight **Transfer to SD Card** if the map is on an SD card or **Internal Memory** if the map is stored in internal memory, and then press ENTER.
   When the Transfer Maps message appears, your device is ready for transfer. Set it aside.
3. In Topo USA, click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
4. If you are receiving maps from an SD card, select the removable drive (for example, *Removable Disk E: Removable Disk*) from the drop-down list in the upper-right corner of the dialog box.
   OR
   If you are receiving maps from internal memory, select the internal memory drive (for example, *EM_USERMAPS E: Removable Disk*) from the drop-down list.
5. In the right pane of the dialog box, click the plus sign next to **Saved Map Packages**, and click the map you want to receive into Topo USA.
   OR
   To select all map packages, just click **Saved Map Packages**.
6. Click **Receive**.
   A progress bar indicates the copy status.
7. Click **Done**.
8. On your device, press ENTER to return to GPS use.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the Handheld Export tab or the GPS tab.

Sending/Receiving Routes

Earthmate PN-Series (other than PN-20)

You can use Topo USA® to exchange routes with a DeLorme Earthmate® PN-Series GPS device.

Notes

- To rename, delete, or send/receive a route, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a map by clicking the item and then clicking the **Delete** button.
- If you bypassed the Connect to Computer screen on the device, go to the **Device Setup > Connect to Computer** menu and select the option you want from the **USB Setting** drop-down list.
- You cannot create trail routes on an Earthmate PN-Series GPS. To follow a trail route, create a trail route in Topo USA and then send it to your device using the instructions below.
- If you stray off of a trail route's course while navigating with the device, you will be asked if you would like to recalculate the route. Because the Earthmate PN-Series GPS cannot create trail routes, the route will be converted to a direct (hiking) route if you choose to recalculate. If you do not want to change the shape of your trail route, be sure to answer **No** when asked if you would like to recalculate the route.
- See also, the Exchange PN-Series Data, Create a Route, and Convert Tracks into Trails tutorials in the Topo USA 8.0 Help system.

To Send Routes

Topo USA® supports multiple calculation types, including Road-Quickest, Road-Shortest, Direct, and Trail. Earthmate PN-Series GPS supports Driving (road-quickest) and Hiking (direct) routes. If you create a Road-Shortest or Trail route in Topo USA, you can send it to the Earthmate PN-Series GPS and it will display on the device's map the same as it did in Topo USA; however, the calculation method will display as Driving (for Road-Shortest routes) or Hiking (for trail routes) in the route details on the device.

Use the following steps to send routes to your device.

1. Connect the device to your computer with the USB cable and power it on.
   The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
4. In the left pane of the dialog box, click the plus sign next to **Routes**, and then click the route you want to send to the device.
   OR
   To send all routes, just click **Routes**.
5. Click **Send**.
   A progress bar indicates the copy status.
6. Click **Done**.

To Receive Routes

Use the following steps to receive routes from your device.

1. Connect the device to your computer and power it on.
   The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
4. In the right pane of the dialog box, click the plus sign next to **Routes**, and then click the route you want to receive into your mapping application.
   OR
   To receive all routes, just click **Routes**.
5. Click **Receive**.
   A progress bar indicates the copy status.
6. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the Handheld Export tab or the GPS tab.

Sending / Receiving Tracks

Earthmate PN-Series (other than PN-20)

You can use Topo USA® to exchange tracks with the DeLorme Earthmate® PN-Series GPS device.

Notes

- To rename, delete, or send/receive a track, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a track by clicking the item and then clicking the **Delete** button.
- If you bypassed the Connect to Computer screen on the device, press MENU, go to the **Device Setup > Connect to Computer**, and select the option you want from the **USB Setting** drop-down list.
- See also, the Exchange PN-Series Data and Convert Tracks into Trails tutorials in the Topo USA 8.0 Help system.

To Send Tracks

Use the following steps to send tracks to your device.

1. Connect the device to your computer with the USB cable and power it on. The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar. The Earthmate PN-Series Exchange dialog box opens.
4. In the left pane of the dialog box, click the plus sign next to **Track Layers**, and then click the track layer or contents you want to send to the device.
   OR
   To send all tracks, just click **Track Layers**.
   Note You cannot replace an existing track on the device if the track details page for that track is displaying on the device.
5. Click **Send**.
   A progress bar indicates the copy status.
6. Click **Done**.

To Receive Tracks

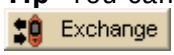
Use the following steps to receive tracks from your device.

1. Connect the device to your computer with the USB cable and power it on. The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar. The Earthmate PN-Series Exchange dialog box opens.
4. In the right pane of the dialog box, click the plus sign next to **Tracks**, and then click the track you want to receive into your mapping application.
   OR
   If you want to receive all tracks, just click **Tracks**.
5. In the left pane of the dialog box, click the track layer where you want to receive the track or tracks. If you want to copy the track information into a new track layer, click **New** and then click **Track Layer**.
   Notes
   - If you do not perform this step and an existing track layer is highlighted in the left pane of the dialog box, the track is received in

that layer. If a non-track option is highlighted (for example, a waypoint layer), a new track layer is automatically created.

- If you use the Exchange dialog box to send the active track to Topo USA, the file name displays as a time/date stamp based on the time/date information in the active track.

6. Click **Receive**.
   A progress bar indicates the copy status.
7. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Sending/Receiving Waypoints

Earthmate PN-Series (other than PN-20)

You can use Topo USA® to exchange waypoints with the DeLorme Earthmate® PN-Series GPS device.

Notes

- Waypoints that are exchanged between Topo USA and an Earthmate PN-Series GPS device retain their exact waypoint symbol only if they are part of the Earthmate PN-Series symbol set. Otherwise, the closest-matching waypoint symbol is shown.
- To rename, delete, or send/receive a waypoint, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a waypoint by clicking it and then clicking the **Delete** button.
- If you bypassed the Connect to Computer screen on the device, press MENU, go to **Device Setup > Connect to Computer**, and select the option you want from the **USB Setting** drop-down list.
- For more information, see the Exchange PN-Series Data tutorial in the Topo USA 8.0 Help system.

To Send Waypoints

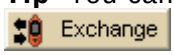
Use the following steps to send waypoints to your device.

1. Connect the device to your computer with the USB cable and power it on.
   The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
4. In the left pane of the dialog box, click the plus sign next to **Waypoint Layers**, and then click the waypoint layer or contents you want to send to the device.
   OR
   To send all waypoints, just click **Waypoints**.
5. Click **Send**.
   A progress bar indicates the copy status.
6. Click **Done**.

To Receive Waypoints

Use the following steps to receive waypoints from your device.

1. Connect the device to your computer with the USB cable and power it on. The Connect to Computer screen appears.
2. On the device, highlight **Data Exchange** and press ENTER.
3. In your mapping application, click the **Exchange** button on the toolbar. The Earthmate PN-Series Exchange dialog box opens.
4. In the right pane of the dialog box:
   If you want to receive one waypoint at a time into Topo USA, click the plus sign next to **Waypoints**, and then click the waypoint you want to receive.
   OR
   If you want to receive all waypoints, just click **Waypoints**.
5. In the left pane of the dialog box, click the plus sign next to **Waypoint Layers**, and then click the layer where you want to send the waypoint. If you want to copy the waypoint to a new waypoint layer, click **New** and then click **Waypoint Layer**.
   Note If you do not select a layer and an existing waypoint layer is highlighted in the left pane of the dialog box, the waypoint is received in that layer. If a non-waypoint option is highlighted (for example, a track layer), a new waypoint layer is automatically created.
6. Click **Receive**.
   A progress bar indicates the copy status.
7. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Firmware Updates

Earthmate PN-Series (other than PN-20)

Occasionally, DeLorme releases updates to the firmware for Earthmate® PN-Series GPS devices. If you have activated a device in Topo USA®, you can check for firmware updates on the NetLink tab at any time.

The easiest way to transfer an update is to an SD card in your device.

To Transfer an Update to an SD Card in the Device

Follow these steps to transfer a firmware update to an SD card in your device.

1. Connect your Earthmate PN-Series GPS to your computer and power it on.
2. On the Connect to Computer screen, highlight **Data Exchange** and press ENTER.
3. Press the MENU button and go to the Device Setup/Connect to Computer menu.
4. In the **USB Setting** drop-down list, select Firmware Transfer and press ENTER.
   The Firmware Transfer screen displays. Set the device aside.
5. On your computer, run the installation program and follow the on-screen instructions.

6. On your device, highlight **Restart** and press ENTER.
   The device shuts down and powers back on; the update transfer status displays.

You can also transfer updates to an SD card in an SD card reader. Once the update is on the SD card, insert the card into your device and power it on to start the transfer.

PN-20: Sending/Receiving Information

Sending/Receiving Maps

Earthmate PN-20

You can use Topo USA® to send custom or regional map packages to your Earthmate® GPS PN-20. Regional map packages are DeLorme-created, multi-state data regions that provide much greater detail (.25-mile scale and up, more roads, better routing connectivity, etc.) than the base map on the device. Regional map packages contain Topo USA 8.0 data only.

Regional maps required for the Earthmate GPS PN-20; they are not required for other PN-Series GPS devices.

Use the Handheld Export tab to create custom map packages of any size that cover any location in the U.S. The data included in a custom map package is dependent on the data that is available for the export area as well as the preferences made in the Handheld Options settings.

Notes

- Because the base maps on the Earthmate GPS PN-20 include only major roads, it is important that you send regional map package data and/or saved map package data to your device. Regional map packages do not contain local roads. To create the most efficient routes on the Earthmate GPS PN-20, it is strongly recommended that you have regional maps AND saved map package data on your device. To calculate a route on the device, you must have regional map package coverage for the route area.
- To rename, delete, or send/receive a waypoint layer, track layer, route, or map, right-click the option in the list and select the appropriate option. You can also delete a map by clicking the item and then clicking the **Delete** button.
- Saving many regional map packages on the device (or on an SD card) will affect device performance. Save only the regional map packages that you need.

To Send Maps

Use the following steps to send maps to your Earthmate GPS PN-20 or an SD card.

1. Use the Handheld Export tab and the handheld export settings to create a map package.
   To learn how to create maps, see:
   - Creating a Map Package

   In the Topo USA 8.0 Help system:
   - Tutorial: Add a Map to Your PN-Series GPS (NetLink Imagery)
   - Tutorial: Create Custom Maps for an Earthmate PN-Series GPS

2. To save the map package in internal memory or on an SD card that is in the device: Connect your device to your computer with the USB cable, power it on, and then select **Earthmate GPS PN-20** from the drop-down list in the upper-right corner of the dialog box.
   OR
   To save the map package on an SD card with an SD card reader: Insert your SD card into your SD card reader and then connect it to a USB port on your computer. Using the drop-down list in the upper-right corner of the Exchange dialog box, select the removable for your SD card.
   Note Saving maps on an SD card with an SD card reader is the fastest method for saving maps to use on an Earthmate GPS PN-20.
3. Click

on the Handheld Export tab or click the **Exchange** button on the toolbar.
4. To send a saved map package, click the plus sign next to **Saved Map Packages** in the left pane of the dialog box.
   Click the map package you want to send to your device. To send all saved map packages, just click **Saved Map Packages**.
   OR
   To send a regional map package, click the plus sign next to **Regional Map Packages** in the left pane of the dialog box.
   Click the region you want to send to your device. To send all regional map packages, just click **Regional Map Packages**.
5. In the right pane of the dialog box, under **Map Packages**, select **Internal** or **External** memory.
6. Click **Send**.
   The map is sent to the device/SD card and a progress bar indicates the copy status.
7. Click **Done**.

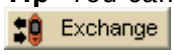
To Receive Maps

Use the following steps to receive maps from your Earthmate GPS PN-20 or an SD card.

1. To receive a map package from internal memory or on an SD card that is in the device: Connect your Earthmate GPS PN-20 to your computer with the USB cable, power it on, and then select **Earthmate GPS PN-20** from the drop-down list in the upper-right corner of the dialog box.
   OR
   To receive a map package on an SD card with an SD card reader: Insert your SD card into your SD card reader and then connect it to a USB port on your computer. Using the drop-down list in the upper-right corner of the Exchange dialog box, select the removable disk option that represents your SD card reader.
2. Click the **Exchange** button on the toolbar.
3. Select **Earthmate GPS PN-20** or **Removable Disk** (for an SD card) from the drop-down list in the upper-right corner of the dialog box.
4. In the right pane of the dialog box, click the plus sign next to **Saved Map Packages** (to receive a saved map package) or **Regional Map Packages** (to receive a regional map package) and then click the map you want to receive.

To receive all saved or regional map packages, just click **Saved Map Packages** or **Regional Map Packages**.

5. Click **Receive**.
   The map is received into Topo USA and a progress bar indicates the copy status.
6. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the Handheld Export tab or the GPS tab.

Sending/Receiving Routes

Earthmate PN-20

You can use Topo USA® to exchange routes with the DeLorme Earthmate® GPS PN-20.

Notes

- To rename, delete, or send/receive a route, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a map by clicking the item and then clicking the **Delete** button.
- You cannot create trail routes on an Earthmate PN-Series GPS. To follow a trail route, create a trail route in Topo USA and then send it to your device using the instructions below.
- If you stray off of a trail route's course while navigating with the device, you will be asked if you would like to recalculate the route. Because the Earthmate PN-Series GPS cannot create trail routes, the route will be converted to a direct route if you choose to recalculate. If you do not want to change the shape of your trail route, be sure to answer **No** when asked if you would like to recalculate the route.
- See also, the Exchange PN-Series Data, Create a Route, and Convert Tracks into Trails tutorials in the Topo USA 8.0 Help system.

To Send Routes

Topo USA supports multiple calculation types, including Road-Quickest, Road-Shortest, Direct, and Trail. Earthmate PN-Series GPS supports Road-Quickest and Direct routes. If you create a Road-Shortest or Trail route in Topo USA, you can send it to the Earthmate GPS PN-20 and it will display on the device's map the same as it did in Topo USA; however, the calculation method will display as Road (for Road-Shortest routes) or Direct (for trail routes) in the route details on the device.

Use the following steps to send routes to your Earthmate GPS PN-20.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
3. Select **Earthmate GPS PN-20** from the drop-down list in the upper-right corner of the dialog box.
4. In the left pane of the dialog box, click the plus sign next to **Routes**, and then click the route you want to send to the Earthmate GPS PN-20.
   OR
   To send all routes, just click **Routes**.

5. Click **Send**.
   The route is sent to the device and a progress bar indicates the copy status.
6. Click **Done**.

To Receive Routes

Use the following steps to receive routes from your Earthmate GPS PN-20.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
3. Select **Earthmate GPS PN-20** from the drop-down list in the upper-right corner of the dialog box.
4. In the right pane of the dialog box, click the plus sign next to **Routes**, and then click the route you want to receive into Topo USA.
   OR
   To receive all routes, just click **Routes**.
5. Click **Receive**.
   The route is sent to Topo USA and a progress bar indicates the copy status.
6. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button on the GPS tab or the Handheld Export tab.

Sending / Receiving Tracks

Earthmate PN-20

You can use Topo USA® to exchange waypoints, tracks, routes, and maps with the DeLorme Earthmate® GPS PN-20.

Notes

- To rename, delete, or send/receive a track, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a track by clicking the item and then clicking the **Delete** button.
- See also, the Exchange PN-Series Data and Convert Tracks into Trails tutorials in the Topo USA 8.0 Help system.

To Send Tracks

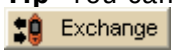
Use the following steps to send tracks to your Earthmate PN-Series GPS.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
3. Select **Earthmate GPS PN-20** from the drop-down list in the upper-right corner of the dialog box.
4. In the left pane of the dialog box, click the plus sign next to **Track Layers**, and then click the track layer or contents you want to send to the Earthmate GPS PN-20.
   OR
   To send all tracks, just click **Track Layers**.
   Note You cannot replace an existing track on the Earthmate GPS PN-20 if the track details page for that track is displaying on the device.

5. Click **Send**.
   A progress bar indicates the copy status.
6. Click **Done**.

To Receive Tracks

Use the following steps to receive tracks from your Earthmate PN-Series GPS.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
3. In the right pane of the dialog box, click the plus sign next to **Tracks**, and then click the track you want to receive into Topo USA.
   OR
   If you want to receive all tracks, just click **Tracks**.
4. In the left pane of the dialog box, click the track layer where you want to receive the track or tracks. If you want to copy the track information into a new track layer, click **New** and then click **Track Layer**.
   Notes
   - If you do not perform this step and an existing track layer is highlighted in the left pane of the dialog box, the track is received in that layer. If a non-track option is highlighted (for example, a waypoint layer), a new track layer is automatically created.
   - If you use the Exchange dialog box to send the active track to Topo USA, the file name displays as a time/date stamp based on the time/date information in the active track.
5. Click **Receive**.
   A progress bar indicates the copy status.
6. Click **Done**.
7. **Tip** You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Sending/Receiving Waypoints

Earthmate PN-20

You can use Topo USA® to exchange waypoints with the DeLorme Earthmate® GPS PN-20.

Notes

- Waypoints that are exchanged between Topo USA and the Earthmate GPS PN-20 retain their exact waypoint symbol only if they are part of the Earthmate PN-Series symbol set. Otherwise, the closest-matching waypoint symbol is shown.
- To rename, delete, or send/receive a waypoint, right-click the item in the Exchange dialog and select the appropriate option. You can also delete a waypoint by clicking it and then clicking the **Delete** button.
- For more information, see the Exchange PN-Series Data tutorial in the Topo USA 8.0 Help system.

To Send Waypoints

Use the following steps to send waypoints to your Earthmate GPS PN-20.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
3. In the left pane of the dialog box, click the plus sign next to **Waypoint Layers**, and then click the waypoint layer or contents you want to send to the Earthmate GPS PN-20.
   OR
   To send all waypoints, just click **Waypoints**.
4. Click **Send**.
   A progress bar indicates the copy status.
5. Click **Done**.

To Receive Waypoints

Use the following steps to receive waypoints from your Earthmate GPS PN-20.

1. Connect your device to your computer with the USB cable and power it on.
2. Click the **Exchange** button on the toolbar.
   The Earthmate PN-Series Exchange dialog box opens.
3. In the right pane of the dialog box:
   If you want to receive one waypoint at a time into Topo USA, click the plus sign next to **Waypoints**, and then click the waypoint you want to receive.
   OR
   If you want to receive all waypoints, just click **Waypoints**.
4. In the left pane of the dialog box, click the plus sign next to **Waypoint Layers**, and then click the layer where you want to send the waypoint. If you want to copy the waypoint to a new waypoint layer, click **New** and then click **Waypoint Layer**.
   Note If you do not select a layer and an existing waypoint layer is highlighted in the left pane of the dialog box, the waypoint is received in that layer. If a non-waypoint option is highlighted (for example, a track layer), a new waypoint layer is automatically created.
5. Click **Receive**.
   A progress bar indicates the copy status.
6. Click **Done**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

States Included in Regional Map Packages

Earthmate PN-20

Regional map packages are DeLorme-created, multi-state data regions that provide much greater detail (.25-mile scale and up, more roads, better routing connectivity, etc.) than the base map on the device. Not all devices require regional map packages. Regional map packages contain only Topo USA 8.0 data.

Each regional map package consists of one or more states in the United States. See the descriptions below to determine which states are included in each regional map package.

East 1A

Connecticut
Massachusetts
Maine
New Hampshire
New York
Rhode Island
Vermont

East 1B

Indiana
Ohio
Pennsylvania

East 2A

Delaware
District of Columbia
Maryland
New Jersey

East 2B

District of Columbia
Kentucky
Tennessee
Virginia
West Virginia

East 3A

Florida
Georgia
North Carolina
South Carolina

East 3B

Alabama
Louisiana
Mississippi

East 4A

Iowa
Michigan
Minnesota
Wisconsin

East 4B

Arkansas
Illinois
Missouri

West 1A

North Dakota
Nebraska
South Dakota

West 1B

Idaho
Montana
Wyoming

West 2A

Kansas
Oklahoma

West 2B

Colorado
Nevada
Utah

West 3A

Arizona
New Mexico

West 3B

Texas

West 4A

Alaska
Oregon
Washington

West 4B

California
Hawaii

Firmware Updates

Earthmate PN-20

Occasionally, DeLorme releases updates to the firmware for the Earthmate® GPS PN-20. If you have activated a device in Topo USA®, you can check for firmware updates on the NetLink tab at any time. Follow the on-screen installation instructions to transfer the update to your device.

Exchanging Information with a Third-party GPS Device

Sending Route Information

Third-party GPS

If you have a compatible GPSor athletic device, you can use the Exchange Wizard to send route points or route directions to your device.

To Send Route Points

Use the following steps to send route points to your device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your owner manual.
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Send to Device**.
7. Select **Route Points** from the **Object** drop-down list.
8. Click **Next**.
9. From the **Route** drop-down list, select the route file that contains the route points you want to send to your device.
10. To avoid overwriting existing waypoints on your device, type a starting point for the new points and select the **Prefix a Number to the Waypoint Name** check box. Not all devices support starting points. For more information, see your device manual.
11. Click **Send to Device**.
12. Repeat the steps for every route file you want to send to your device.
13. Click **Finish**.

To Send Route Directions

Use the following steps to send route directions to your GPS device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual.
3. Click the **Exchange** button on the toolbar.
4. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
5. Select **Send to Device**.
6. Select **Route Directions** from the **Object** drop-down list.
7. Click **Next**.
8. From the **Route** drop-down list, select the route file that contains the route directions you want to send to your device.
9. Designate a route name and/or a route number for the file on the device (device dependent).
10. To avoid overwriting existing waypoints on your device, type a starting point for the new points and select the **Prefix a Number to the Waypoint Name**

check box. Not all devices support starting points. For more information, see your device manual.

11. Click **Send to Device**.
12. Repeat the steps for each route file you wan to send to your device.
13. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

Sending Tracks

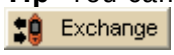
Third-party GPS

If you have a compatible GPSor athletic device, you can use the Exchange Wizard to send tracks to your device.

To Send Tracks

Use the following steps to send tracks to your device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual.
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Send to Device**.
7. Select **User Map Data - Track** from the **Object** drop-down list.
8. Click **Next**.
9. Select the track file you want to send to your device from the **Track File** drop-down list.
10. Optional. Designate a track name or a track number for the file on the device.
11. Click **Send to Device**.
12. Repeat the steps for every route file you want to send to your device.
13. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Sending Waypoints

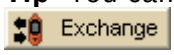
Third-party GPS

If you have a compatible GPSor athletic device, you can use the Exchange Wizard to send waypoints to your device.

To Send Waypoints

Use the following steps to send waypoints to your device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual..
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Send to Device**.
7. Select **User Map Data - Waypoints** from the **Object** drop-down list.
8. Click **Next**.
9. Select the waypoint file you want to send to your device from the **Waypoint File** drop-down list.
10. To avoid overwriting existing waypoints on your device, type a starting point for the new points and select the **Prefix a Number to the Waypoint Name** check box. Not all devices support starting points. For more information, see your device manual.
11. Click **Send to Device**.
12. Repeat the steps for every route file you want to send to your device.
13. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving a Route

Third-party GPS

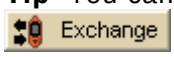
If you have a compatible GPSor athletic device, you can use the Exchange Wizard to receive routes created on your device. Once imported, you can use the file in your mapping program.

To Receive a Route

Use the following steps to receive a route from your device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual.
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Receive from Device**.
7. Select **Route** from the **Object** drop-down list.
8. Select **Route** from the **Save As** drop-down list.

9. Click **Next**.
10. Select the route name or route number on the device that you want to receive.
11. Select the route file you want to add the route information to. If you want to create a new route file, select **New** from the **Route** drop-down list and type the new route name in the available text box.
12. Click **Receive from Device**.
13. Repeat the steps for every route file you want to receive from your device.
14. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving a Track

Third-party GPS

If you have a compatible GPSor athletic device, you can use the Exchange Wizard to receive tracks created on your device. Once imported, you can use the file in your mapping program.

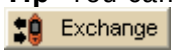
Note When you open a track you've imported from your GPS device, you may notice that the track does not join existing roads. Use the select tool in the Draw tab to snap the end node of the track to a road. For more information, see Snapping Draw Objects.

To Receive a Track

Use the following steps to receive a track from your device and save it as a track.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual.
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Receive from Device**.
7. Select **Track** from the **Object** drop-down list.
8. Select **User Map Data - Track** from the **Save As** drop-down list.
9. Click **Next**.
10. Select the track name or track number on the device that you want to receive. Not all devices support downloading individual track logs. See your device manual for more information.
11. Select the track file you want to add the track information to. To create a new track file, select **New** from the **Track File** drop-down list and type the new track file name in the **New Track File** text box.
12. Optional. Type a label for your track in the **Track Label** text box.
13. Click **Receive from Device**.

14. Repeat the steps for every track file you want to receive from your device.
15. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving Waypoints

Third-party GPS

If you have a compatible GPSor athletic device, you can use the Exchange Wizard to receive waypoints created on your device and save them as a draw file or as a waypoint file. Once imported, you can use the file in your mapping program.

To Receive Waypoints as a Waypoint File

Use the following steps to receive waypoints from your device.

1. Connect your device to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your device manual.
3. Click the **Exchange** button on the toolbar.
4. Click **Use Other Device** to open the Exchange Wizard.
5. Under **Select Device**, select **GPS** or point to **Athletic Device** and then select your device.
6. Select **Receive from Device**.
7. Select **Waypoints** from the **Object** drop-down list.
8. Select **User Map Data - Waypoints** from the **Save As** drop-down list.
9. Click **Next**.
10. Select the waypoint file you want to add the waypoint information to from the **Waypoint File** drop-down list. To create a new Waypoint file, select **New** from the **Waypoint File** drop-down list and type the new waypoint file name in the **New Waypoint File** text box.
11. If you want all of the waypoints to display with the current symbol (such as the default red flag), select the **Use Current Waypoint (active waypoint)** option. If you want the waypoint symbols to match those on your third-party device, select the **Use Custom Waypoint Symbol Set** option and then select the appropriate set from the drop-down list. For more information on creating a custom symbol set, see Assigning a Waypoint ID to a Custom Symbol.
12. Click **Receive From Device**.
13. Repeats the steps for each waypoint file you want to receive.
14. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

Exchanging Information with a Palm OS Device

Sending a Handheld Map

Palm OS

Use the Exchange Wizard to send maps you cut using the Handheld Export tab to your Palm® OS device. See Creating a Map Package to Send to a DeLorme Earthmate or PDA for more information.

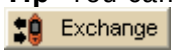
Note You must have Street Atlas USA® Handheld installed to view exported maps on a PDA.

To Send a Handheld Map

Use the following steps to send a handheld map to a Palm OS device.

1. Click the **Exchange** button on the toolbar OR click

on the Handheld Export tab to open the Exchange dialog box.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Select Device**, select **Palm OS**.
4. Select **Send to Device**.
5. Select **Handheld Map** from the **Object Type** drop-down list.
6. Click **Next**.
7. Under **Source**, select the map you want to send to your handheld device from the **Handheld Map** drop-down list.
   The maps saved in the specified location display in the list. To view maps saved in an alternate location, click the browse button and browse to the location. Then, select the map from the **Handheld Map** drop-down list.
8. Select the user you want to send the map to from the **User** drop-down list.
9. Select the media destination from the **Destination** drop-down list.
10. Click **Prepare for Sync**.
11. Click **OK** to return to the Exchange Wizard.
12. Repeat the steps for each map you want to send.
13. Click **Finish**.
    The exported map is available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Sending Route Information

Palm OS

Use the Exchange Wizard to send route points or route directions to your Palm® OS device.

To Send Route Points

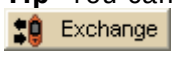
Use the following steps to send route points to your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Select Device**, select **Palm OS**.
4. Select **Send to Device**.
5. Select **Route Points** from the **Object Type** drop-down list.
6. Click **Next**.
7. From the **Route** drop-down list, select the route file that contains the route points you want to send to your device.
8. Click **Prepare for Sync**.
9. Repeats the steps for each route file you want to send to your device.
10. Click **Finish**.
    The route points are available on your handheld device after your next synchronization operation.

To Send Route Directions

Use the following steps to send route directions to your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Select Device**, select **Palm OS**.
4. Select **Send to Device**.
5. Select **Route Directions** from the **Object Type** drop-down list.
6. Click **Next**.
7. From the **Route** drop-down list, select the route file that contains the route directions you want to send to your device.
8. Select the **User Profile** the route file will sync to from the **User** drop-down list.
9. Click **Prepare for Sync**.
10. Repeat the steps for each route file you want to send to your device.
11. Click **Finish**.
    The route directions are available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Sending Waypoints

Palm OS

Use the Exchange Wizard to send waypoints to your Palm® OS device.

To Send Waypoints

Use the following steps to send waypoints to your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Under **Select Device**, select **Palm OS**.

3. Select **Send to Device**.
4. Select **User Map Data - Waypoints** from the **Object Type** drop-down list.
5. Click **Next**.
6. Select the waypoint file you want to send to your device from the **Waypoint File** drop-down list.
7. Click **Prepare for Sync**.
8. Repeat the steps for every waypoint file you want to send to your device.
9. Click **Finish**.
   The waypoints are available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

Receiving a GPS Log

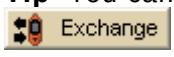
Palm OS

Use the Exchange Wizard to receive GPS logs created on your Palm® OS device. Once imported, you can use the file in your mapping program.

To Receive GPS Logs From Your Palm OS Device

Use the following steps to receive GPS logs from your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Select Device**, select **Palm OS**.
4. Select **Receive from Device**.
5. Select **GPS Logs** from the **Object Type** drop-down list.
6. Click **Next**.
7. Select the GPS log you want to receive from the **GPS Log** drop-down list.
8. Click **Receive From Device**.
9. Repeats the steps for each GPS log file you want to receive.
10. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving a Route

Palm OS

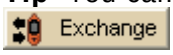
Use the Exchange Wizard to receive a route created on your Palm® OS device. Once imported, you can use the file in your mapping program.

To Receive a Route From Your Palm OS Device

Use the following steps to receive a route from your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.

3. Under **Select Device**, select **Palm OS**.
4. Select **Receive from Device**.
5. Select **Route** from the **Object Type** drop-down list.
6. Select **Route** from the **Save As** drop-down list to save your route as a route file.
7. Click **Next**.
8. Select the route file on the device that you want to receive.
9. Select the route file you want to add the route information to. To create a new route file, select **New** from the **Route** drop-down list and type the new route name in the text box.
10. Click **Receive From Device**.
11. Repeats the steps for each route file you want to receive.
12. Click **Finish**. The route information displays.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving Waypoints

Palm OS

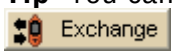
Use the Exchange Wizard to receive waypoints created on your Palm® OS device. Once imported, you can use the file in your mapping program.

To Receive Waypoints From Your Palm OS Device

Use the following steps to receive waypoints from your Palm OS device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Select Device**, select **Palm OS**.
4. Select **Receive from Device**.
5. Select **Waypoints** from the **Object Type** drop-down list.
6. From the **Save As** drop-down list, select to save the waypoints as **User Map Data - Waypoints**.
7. Click **Next**.
8. Select the waypoint file you want to add the waypoint information to from the **Waypoint File** drop-down list. To create a new waypoint file, select **New** from the **Waypoint File** drop-down list and type the new waypoint file name in the text box.
9. If you want all of the waypoints to display with the current symbol (such as the default red flag), select the **Use Current Waypoint (active waypoint)** option. If you want the waypoint symbols to match those on your third-party GPS device, select the **Use Custom Waypoint Symbol Set** option and then select the appropriate set from the drop-down list. For more information on creating a custom symbol set, see Assigning a Waypoint ID to a Custom Symbol.
10. Click **Receive From Device**.
11. Repeats the steps for each waypoint file you want to receive.

12. Click **Finish**.
    The waypoint information displays.

Tip You can also open the Exchange dialog by clicking the **Exchange** button  on the GPS tab or the Handheld Export tab.

Exchanging Information with a Pocket PC Device

Sending a Handheld Map

Pocket PC

Use the Exchange Wizard to send maps you cut using the Handheld Export tab to your Pocket PC device. See Creating a Map Package to Send to a DeLorme Earthmate or PDA for more information.

Note You must have Street Atlas USA® Handheld installed to view exported maps on a PDA.

To Send a Handheld Map

Use the following steps to send a handheld map to a Pocket PC device.

1. Click the **Exchange** button on the toolbar OR click on the Handheld Export tab to open the Exchange dialog box.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Send to Device**.
5. Select **Handheld Map** from the **Object Type** drop-down list.
6. Click **Next**.
7. Under **Source**, select the map you want to send to your handheld device from the **Handheld Map** drop-down list.
   The maps saved in the specified location display in the list. To view maps saved in an alternate location, click the browse button and browse to the location. Then, select the map from the **Handheld Map** drop-down list.
8. Click **Prepare for Sync**.
9. Click **OK** to return to the Exchange Wizard.
10. Repeat the steps for each map you want to send.
11. Click **Finish**.
    The exported map is available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button on the GPS tab or the Handheld Export tab.

Sending Route Information

Pocket PC

Use the Exchange Wizard to send route points or route directions to your Pocket PC device.

To Send Route Points

Use the following steps to send route points to your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Send to Device**.
5. Select **Route Points** from the **Object Type** drop-down list.
6. Click **Next**.
7. From the **Route** drop-down list, select the route file that contains the route points you want to send to your device.
8. Click **Prepare for Sync**.
9. Click **OK** to return to the Exchange Wizard.
10. Repeat the steps for each route you want to send to your device.
11. Click **Finish**.
    The route points are available on your handheld device after your next synchronization operation.

To Send Route Directions

Use the following steps to send route directions to your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Send to Device**.
5. Select **Route Directions** from the **Object Type** drop-down list.
6. Click **Next**.
7. From the **Route** drop-down list, select the route file that contains the route directions you want to send to your device.
8. Click **Prepare for Sync**.
9. Click **OK** to return to the Exchange Wizard.
10. Repeat the steps for each route you want to send to your device.
11. Click **Finish**.
    The route directions are available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

Receiving a GPS Log

Pocket PC

Use the Exchange Wizard to receive GPS logs created on your Pocket PC. Once imported, you can use the file in your mapping program.

To Receive GPS Logs From Your Pocket PC Device

Use the following steps to receive GPS logs from your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Receive from Device**.
5. Select **GPS Logs** from the **Object Type** drop-down list.
6. Click **Next**.
7. Select the GPS log you want to receive from the **GPS Log** drop-down list.
8. Click **Receive From Device**.
9. Repeats the steps for each GPS log file you want to receive.
10. Click **Finish**.

Tip You can also open the Exchange dialog by clicking the **Exchange** button on the GPS tab or the Handheld Export tab.

Sending Waypoints

Pocket PC

Use the Exchange Wizard to send waypoints to your Pocket PC device.

To Send Waypoints

Use the following steps to send waypoints to your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Send to Device**.
5. Select **User Map Data - Waypoints** from the **Object Type** drop-down list.
6. Click **Next**.
7. From the **Waypoint File** drop-down list, select the waypoint file you want to send to your device.
8. Click **Prepare for Sync**.
9. Click **OK** to return to the Exchange Wizard.
10. Repeat the steps for each waypoint file you want to send to your device.
11. Click **Finish**.
    The waypoints are available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button on the GPS tab or the Handheld Export tab.

Sending a GPS Log

Pocket PC

Use the Exchange Wizard to send GPS logs you created in your mapping program to your Pocket PC device.

To Send a GPS Log

Use the following steps to send a GPS log to a Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Send to Device**.
5. Select **GPS Log** from the **Object Type** drop-down list.
6. Click **Next**.
7. Under **Source**, select the GPS log you want to send to your handheld device from the **GPS Log** drop-down list. The logs are saved in the specified location display in the list. To view logs saved in an alternate location, click the browse button and browse to the location. Then, select the log from the **GPS Log** drop-down list.
8. Click **Prepare for Sync**.
9. Click **OK** to return to the Exchange Wizard.
10. Repeat the steps for each GPS log you want to send to your device.
11. Click **Finish**.
    The GPS log is available on your handheld device after your next synchronization operation.

Tip You can also open the Exchange dialog by clicking the **Exchange** button

on the GPS tab or the Handheld Export tab.

Receiving a Route

Pocket PC

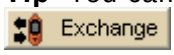
Use the Exchange Wizard to receive a route created on your Pocket PC device. Once imported, you can use the file in your mapping program.

To Receive a Route From Your Pocket PC Device

Use the following steps to receive a route from your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under Device Type, select **Pocket PC**.
4. Select **Receive from Device**.
5. Select **Route** from the **Object Type** drop-down list.
6. Select **Route** from the Save As drop-down list to save your route as a route file.

7. Click **Next**.
8. Select the route file on the device that you want to receive.
9. Select **New** from the **Route** drop-down list and type the new route name in the text box.
10. Click **Receive From Device**.
11. Repeats the steps for each route file you want to receive.
12. Click **Finish**.
    The route information displays.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Receiving Waypoints

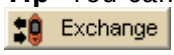
Pocket PC

Use the Exchange Wizard to receive waypoints created on your Pocket PC. Once imported, you can use the file in your mapping program.

To Receive Waypoints From Your Pocket PC Device

Use the following steps to receive waypoints from your Pocket PC device.

1. Click the **Exchange** button on the toolbar.
2. Click **Use Other Device** to open the Exchange Wizard.
3. Under **Device Type**, select **Pocket PC**.
4. Select **Receive from Device**.
5. Select **Waypoints** from the **Object Type** drop-down list.
6. From the **Save As** drop-down list, select to save the waypoints as **User Map Data - Waypoints**.
7. Click **Next**.
8. Select the waypoint file you want to add the waypoint information to from the **Waypoint File** drop-down list. If you want to create a new waypoint file, select **New** from the **Waypoint File** drop-down list and type the new waypoint file name in the text box.
9. If you want all of the waypoints to display with the current symbol (such as the default red flag), select the **Use Current Waypoint (active waypoint)** option. If you want the waypoint symbols to match those on your third-party GPS device, select the **Use Custom Waypoint Symbol Set** option and then select the appropriate set from the drop-down list. For more information on creating a custom symbol set, see Assigning a Waypoint ID to a Custom Symbol.
10. Click **Receive From Device**.
11. Repeats the steps for each waypoint file you want to receive.
12. Click **Finish**.
    The waypoint information displays.

Tip You can also open the Exchange dialog by clicking the **Exchange** button 

on the GPS tab or the Handheld Export tab.

Profiling Linear Objects

Creating a Profile

You can use the Profile tab to create elevation graphs of linear objects on the map. Linear objects can be part of the map or part of a draw layer. A linear object is profiled from one end of the line to the other. The profile includes statistical data; you can determine which available data you want to display. You can also create a profile that includes user data from some athletic devices from Timex® and Suunto®.

The list below includes samples of map features and draw objects that you can profile.

- Routes (created using the Route tab)
- Trails
- Roads
- Boundaries
- Railroads
- Power lines
- Pipelines
- Streams
- Tracks (created using the Draw tab or imported from a GPS device)
- Lines (created using the Draw tab)
- Arcs (created using the Draw tab)
- Splines (created using the Draw tab)
- Measure Lines (created with the Measure tool)

Notes

- You can create profiles only on 2-D maps; however, with split-screen functionality, you can view the highlight of the profiled object on a 3-D map.
- To profile an object or route at any time, right-click the item and click **Profile**.
- The Profile graph automatically updates when you select a new object to profile.
- Double-click a location on the Profile graph to center the map on the location without changing the data zoom level.
- The highlighted profile object on the map is retained if you go to another tab and then return to the Profile tab. The selected object is not retained between program sessions.
- To view all the features available on the Profile tab, click the **More** button

near the bottom of the tab to expand the view.

To Create a Profile

Use the following steps to create a profile.

1. Center your map on the area with the linear object you want to profile.
   OR
   Center the route you want to profile on the map.
2. Click the **Profile** button on the Profile tab or on the toolbar to activate it.

3. Move your pointer over the 2-D map. The pointer changes from to when it passes over an object that you can profile.
4. Select a linear object or route on the map to generate its profile. When you select the object, it is highlighted and the Profile graph displays in the Profile tab area.
5. Move your pointer along the elevation profile in the Profile graph.
   The intersection of the vertical and horizontal blue lines travels along the top of the terrain profile. These lines indicate the elevation and distance of the particular location. A small crosshair follows along the corresponding object on the map. An Info box displays the profile statistics and user data (see Statistical Data and User Profile Data for more information).

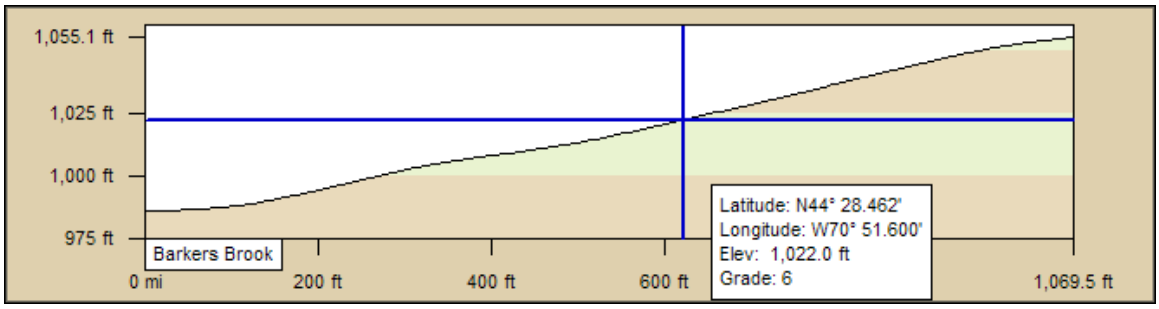
To Profile Multiple Linear Objects

- To profile multiple linear objects, press the SHIFT key on the keyboard while clicking the items you want to profile. Thin vertical dashed lines display in the Profile graph indicating the beginning and end of each chosen segment.
- To make it easier to profile multiple linear objects, use the Draw tab to join them.
- To clear one of the multiple objects you have profiled, press the CTRL key on your keyboard while clicking the profiled object on the map.

Viewing the Profile Elevation Graphs

The Profile tab lets you view two profile elevation graphs; the profile graph and the overview profile graph.

To View the Profile Graph



The profile graph automatically displays when you select an object to profile. It shows a two-dimensional image of the elevation associated with the selected object. Distance and elevation are indicated below and to the left of the graph respectively.

Use the following steps to view a profile graph.

1. Create a profile of an object or route. For more information see Creating a Profile.
2. Move your cursor along the elevation profile in the profile graph.
   - The intersection of the vertical and horizontal blue lines travels along the top of the terrain profile. These lines indicate the height and distance of the particular location as you move along the graph.

- As you move your cursor along the graph, an info box provides statistical data about the profile, such as coordinates, elevation, grade, and so on. See Statistical Data for more information about this data. If you downloaded an object with supported profile data, the info box may also include additional data (for example, speed). See User Profile Data for more information.
- As you move your cursor along the profile graph, a small crosshair follows along the corresponding object on the map.

3. Click the **More** button near the bottom of the tab area to expand the view.
4. *Optional* To generate a profile from a route you have created, select the **Show Text** check box to view route numbers, road names, waypoint numbers, and their associated waypoint names.
   Notes The route displays in the profile graph with small markers indicating the start and finish for the route as well as any waypoints it contains.
5. *Optional* If the profile object contains additional supported data, such as that downloaded from an athletic device, a toolbar appears above the graph. See User Profile Data for more information about viewing and managing this data.
6. View the current statistical information options you have selected to the right of the profile graph. See Statistical Data for more information about adding, removing, and reordering the statistics.

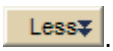
Terr Dist:	3.6 mi
Climb Dist:	3.1 mi
Desc Dist:	2,571.0 ft
Elev Gain:	1,230.9 ft
Desc Elev:	76.2 ft
Climb Elev:	1,307.1 ft
Avg Grade:	7
Min. Elev:	718.8 ft
Max. Elev:	1,949.8 ft
Lin Dist:	3.5 mi

Tips

- You can also profile an object or route on the map by right-clicking the item and then clicking **Profile**.
- To view your object's profile in the opposite direction, click the **Reverse** button The profile order flips horizontally.
- The profile graph automatically updates when you select a new object to profile.
- Double-click a location on the profile graph to center the map on the location without changing the data zoom level.
  OR
  Right-click the place on the graph you want to see on the map and click **Go To**.

To View the Overview Profile Graph

Use the following steps to view the overview profile graph.

1. Click **More** .
   The overview profile graph displays at the bottom of the screen—it is a smaller version of the main profile graph.
2. To zoom in to a specific part of the profile, place the cursor over one of the horizontal bars on either side of the overview profile graph. When the pointer changes to a horizontal arrow, drag the bar towards the center of the overview profile graph.
   - When you move the bars, the main profile graph adjusts to show the area within the borders and the right and left vertical scales adjust to fit the data you are viewing. The area you are not viewing in the main graph is highlighted with grey in the overview graph.
   - When you hover your cursor over the area within the bars, the cursor changes to a hand. Left-click to grab the area and drag it horizontally to reposition the border focus area or to center the selection on that point.
3. To hide the overview profile graph, click **Less**  .

Statistical Data

You can manage the type of statistical data you want to view for a profile graph.

The profile statistic options display to the right of the profile graph. The applicable selected options display in the info box when move your cursor along the profile graph. An info box can also contain user data that you add to the mapping program—see User Profile Data for more information.

To View Your Current Options

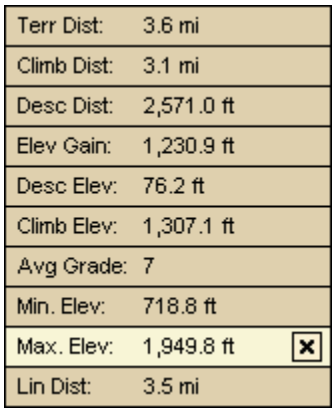
To view all options you currently have selected, click the **More** button near the bottom of the Profile tab to expand your view.

Terr Dist:	3.6 mi
Climb Dist:	3.1 mi
Desc Dist:	2,571.0 ft
Elev Gain:	1,230.9 ft
Desc Elev:	76.2 ft
Climb Elev:	1,307.1 ft
Avg Grade:	7
Min. Elev:	718.8 ft
Max. Elev:	1,949.8 ft
Lin Dist:	3.5 mi

To Remove an Option

Use the following steps to remove an option from the statistics list.

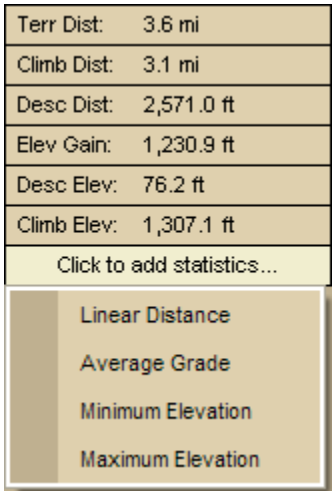
1. Move your cursor over the statistic you want to delete.
   An X appears in the cell.
2. Click the X to remove the option.



To Add an Option

When one or more options have been removed, use the following steps to made add an option to the statistics list.

1. Move your cursor over **Click to add statistics** and click.
   A list of available statistic options opens.
2. Click an option to add it.
3. Repeat steps 1-2 to add more options.



This table describes the statistic options available in the statistic list and/or the profile info box. List options are bold.

Statistical Data Option	**Description**
Linear Distance*	The flat distance of the profile. Does not take elevation into account.
Terrain Distance*	The 3-D distance of the profile accounting for elevation rise and descent.
Climbing Distance*	The total distance where the terrain is uphill.
Descending Distance*	The total distance where the terrain is downhill.
Current Elevation	The elevation above sea level at a specific point.
Elevation Gain*	The difference in elevation from the start of the profile to the end of the profile.
Climbing Elevation	The amount of ascending vertical distance.
Descending Elevation*	The amount of descending vertical distance.
Grade	Actually percent grade, rise over run (100 x (rise/run)). For example, 6 means that for every 100 ft, you gain 6 ft in elevation.
Average Grade*	Average of the grade from the start to the current cursor position (or finish).
Minimum Elevation	The elevation of the lowest point on a profile.
Maximum Elevation	The elevation of the highest point on a profile.
Zone**	A named grid system of any of the UTM/UPS, MGRS, or State Plane coordinate systems used as a basis for coordinate display. For example, UTM zone 19 specifies the six-degree swath between longitude 66W to 72W and running from 84S to 80N. Another example is zone ME-W in the State Plane coordinate system, which specifies an area that covers the western half of Maine. When using one these coordinate systems, the current zone and coordinates east and north (the eastings and northings) of the zone origin are displayed.
Easting**	The measure of a position relative to the x-axis (horizontal) of a grid system.
Northing**	The measure of a position relative to the y-axis (vertical) of a grid system.

Latitude***	The measure of a position on the earth's surface north or south of the equator in degrees, minutes, and seconds. Defined as the angle from the equator's horizontal plane perpendicular to the polar axis. Latitude is measured in degrees minutes and seconds. All lines of latitude are parallel and are often referred to as parallels.
Longitude***	The measure of a position on the surface of the earth east or west of the Prime Meridian in degrees, minutes, and seconds. Defined as the angle from the vertical plane running through the polar axis and the prime meridian. Longitude is measured in degrees minutes and seconds. All lines of longitude meet at the poles and are often referred to as meridians.

*Calculated from the start of the profile to the current cursor position. If the cursor is not in the profile area, then the value is calculated from the start of the profile to the end of the profile.

**This statistical information is available only if UTM/UPS, SPCS, USNG, or MGRS is selected as the coordinate system in the Display tab of the Options dialog box.

***This statistical information is available only if a latitude/longitude format is selected as the coordinate system in the Display tab of the Options dialog box.

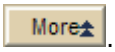
Note For information on manually setting your minimum and maximum elevation, see Manually Setting Minimum and Maximum Elevation.

Manually Setting Minimum and Maximum Elevation

You can manually set a maximum or minimum elevation to display in your profile graph.

To Manually Adjust Minimum and Maximum Elevation

Use the following steps to manually adjust minimum and maximum elevation.

1. Create a profile.
2. Click the **More** button 

.
3. To control the maximum height displayed on the profile graph, under **Manual Scale**, select the **Max Elev** check box and type the maximum height in the text box.
   This adjusts the top end of the vertical scale of the profile graph to not display heights above the defined height.
4. To control the minimum height displayed on the profile graph, under **Manual Scale**, select the **Min Elev** check box and type the minimum height in the text box.
   This adjusts the base level of the vertical scale of the profile graph to not display heights below the height specified.

Note Distance displays in the units you set in the Options dialog box. For more information, see Setting Units of Measure Preferences.

Clearing a Profile

Once you select an object to profile, you can clear the highlighted feature from the map and the profile graphs from the Profile tab.

To Clear a Profile

Use one of the options below to clear the map object highlight and the currently displaying Profile graph.

- Click the **Clear** button on the Profile tab.

  OR
- Press the CTRL key on your keyboard while clicking a profiled object on the map.

  OR
- Right-click the profiled object and click **Clear Profile**.

User Profile Data

User profile data is data you add to a DeLorme mapping program. You can attach it to a track or .gpl file using GeoTagger or use the Exchange Wizard to download a track that contains the data from a device that records GPS data, such as some athletic devices from Timex and Suunto or an Earthmate PN-Series GPS device.

Types of Data

You can profile several types of data. When you profile a track or a .gpl file that includes the data, the profile graph displays a colored line for each type of data. The types of data, their scales, and default graph colors (modifiable) are:

Data Type	Default Color	Scale
Map Elevation Default type - from map topographic data	Black	ft, mi, m, or km Matches the units set on the Display tab in the Options dialog box.
Track Elevation	Green	ft, mi, m, or km Matches the units set on the Display tab in the Options dialog box.
Speed	Blue	fps, mph, mps, or kmh Matches the units set on the Display tab in the Options dialog box.
Pedal Cadence	Purple	rps, rpm, rph Depends on data.
Heart Rate	Red	bpm
Temperature	Maroon	°F or °C Depends on data.

To View Information for a Specific Data Type

When you have multiple types of user data, you can choose which type to focus on using the "follow" function.

1. Profile a track with user data.
   The data types display in the profile toolbar. The scale for the currently followed data type displays to the right of the graph.

2. To follow a different data type:
   - In the toolbar, click the arrow next to the data type and click **Follow**.
     OR
   - Right-click the line for the data type on the graph, point to **Follow** in the menu, and click the data type.
3. Move your cursor along the data profile in the profile graph to view the data in the info box. For more information about viewing the profile graph, see Viewing the Profile Elevation Graphs.

To Hide or Show a Specific Data Type

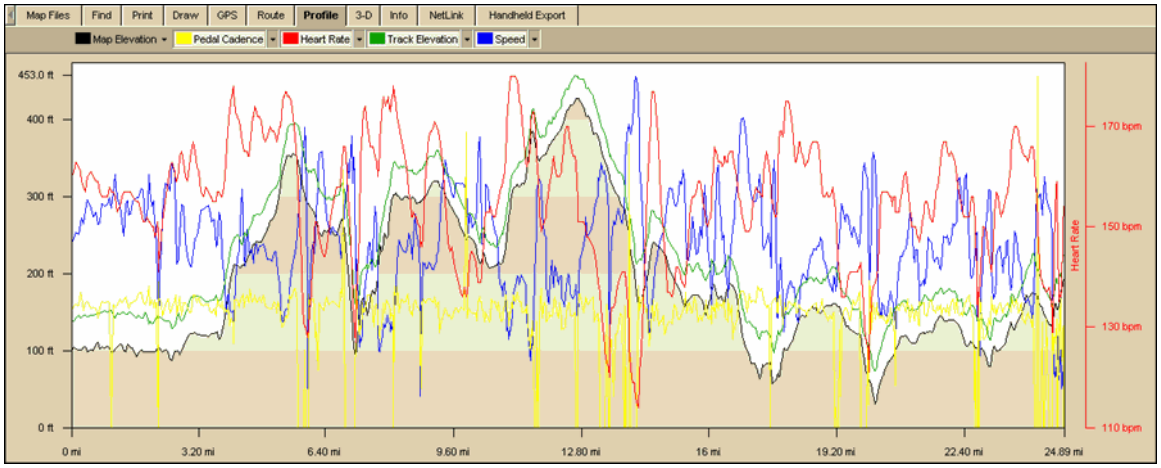
You can hide and show data on the profile graph.

1. Profile a track with user data.
   The data types display in the profile toolbar. The scale for the currently followed data type displays to the right of the profile graph.
2. To hide or show a data type, on the toolbar, click the data type button to toggle it on or off.

To Change the User Data Type Color

You can change the user data type default colors or change from a user-defined color back to the default.

1. Profile a track with user data.
   The data types display in the profile toolbar. The scale for the currently followed data type displays to the right of the profile graph.
2. To change the default data type color:
3. To a new color—on the toolbar, click the arrow next to the data type, click **Choose Color**, and select a new color in the color dialog box.
   OR
4. To the default color—on the toolbar, click the arrow next to the data type and click **Use Default Color**.



Viewing Your Map in 3-D

Viewing a 3-D Map

On the 3-D tab, you can view your map data in 3-D and change the look of your 3-D map using the tools on the tab or keyboard shortcuts.

Notes

- You can view 3-D maps only in the left (secondary) map window; however, you can expand the left map window to fit the entire map area. For more information, see Resizing the Map and Tab Areas.
- You can customize how a 3-D map displays with the 3-D tab in the Options dialog box. For more information, see Setting Your 3-D Map Preferences.
- The 3-D Navigation keyboard shortcut scheme is for 3-D use. When you select the scheme, you can use keyboard shortcuts to perform all of the same functions that you can complete on the 3-D tab. For more information, see Flying Over a 3-D Map.
- If the 3-D tab does not work properly, it may be because you have turned off hardware acceleration in your display settings. To check you hardware acceleration status, view the Advanced Display Settings in the Windows Control Panel.

To View a Map in 3-D

Use the following steps to view a 3-D map.

1. Expose the left map window using the map resize tool and then select **3-D** from the drop-down list at the top of the left map window.
   A progress bar displays in the lower-left corner of the map to display the 3-D drawing status.
   OR
   Click the **3-D** tab and then click **Show 3-D**.
   A progress bar displays in the lower-left corner of the map to display the 3-D drawing status.
2. On the 3-D tab, under **3-D View**, select the viewing mode.
   The top option is an Outside-looking-in perspective. This view focuses on the center of the map — this allows you to spin the map around the center point.
   The bottom option is an Inside-looking-out perspective. This view is from the center of the map — this allows you to spin the map around you.
3. Use the **Rotate** controls to rotate the 3-D map to the new position.
   The reference arrow points to the direction that you will be viewing on the map, which varies depending on the 3-D View selection you made in step 2). The degree of map rotation displays above the Rotate arrows. You can rotate the 3-D map using one of the following methods:
   - Press and hold the left arrow button to rotate the map clockwise.
   - Press and hold the right arrow button to rotate the map counter-clockwise.
   - Drag the square map in the **Rotate** graphic to the new position.

- Click anywhere on the square map in the **Rotate** graphic to move the map in that direction.
- Click a directional letter (**N**, **S**, **W**, or **E**) to rotate the map in that direction.
- Click the brown area that surrounds the square map to rotate the map in that direction.

4. Use the **Pitch** controls to change the pitch of the 3-D map.
   The pitch range depends on the terrain. 90° looks straight up, -90° looks straight down, and 0° is horizontal.
   You can control the pitch using one of the following methods:
   - Press and hold the up arrow to increase the pitch.
   - Press and hold the down arrow to decrease the pitch.
   - Drag the reference arrow to the new pitch.
   - Click anywhere on the graphic to update the pitch.
5. If you selected the Outside-looking-in perspective, you can adjust the distance from the map center using the **Distance** up/down buttons, by clicking the **Distance** graphic at the distance you want or by dragging the numeric distance display in the **Distance** graphic.
   OR
   If you selected the Inside-looking-out perspective, you can adjust the elevation of the view over the 3-D map using the **Elevation** up/down buttons, by clicking the **Elevation** graphic at the elevation, or by dragging the numeric elevation display in the Elevation graphic.
   Note Elevation indicates the height above terrain, not the height above sea level.
6. To pan the 3-D map and simulate a fly-over, drag the circle in the **Pan** graphic in the direction you want.
7. Click **Hide 3-D** when finished.
   The map changes to a 2-D view.
   OR
   Select **2-D** from the drop-down list at the top of the left map window when finished.

Tips

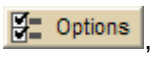
- When the 3-D map window is open, you can use the grab and pan tool on the toolbar, Compass Rose navigation tools, zoom tools, and/or the overview map window to adjust the 3-D map.
- Scroll along the edges of the 2-D map or pan with the navigation tools to redraw the 2-D background; the 3-D map redraws with the new map center.
- Click a point on the 3-D map to center the map on that point.
- When you move your cursor on the right map, a 3-D cursor echoes that movement on the left map.

Flying Over a 3-D Map

You can simulate flying over the 3-D terrain. Access these features using the Pan feature in the 3-D tab or by activating the 3-D Navigation keyboard shortcut scheme.

To Fly Over a 3-D Map Using Keyboard Shortcuts

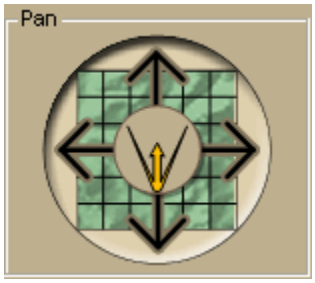
Use the following steps to fly over a 3-D map using keyboard shortcuts.

1. View a map in 3-D.
2. Click the **Options** button on the toolbar and then click the **Keyboard Shortcuts** tab.
   OR
   Click the **3-D** tab, click the **Options** button  , and then click the **Keyboard Shortcuts** tab.
3. Select **3-D Navigation (DeLorme Scheme)** from the **Scheme** drop-down list.
4. Click **OK** to activate the selected scheme.
5. To rotate the map to the right, press ALT+D on your keyboard.
   OR
   To rotate the map to the left, press ALT+A on your keyboard.
6. To increase the pitch, press ALT+W on your keyboard.
   OR
   To decrease the pitch, press ALT+S on your keyboard.
7. To increase the distance/elevation, press ALT+Page Up on your keyboard .
   OR
   To decrease the distance/elevation, press ALT+Page Down on your keyboard.
8. To pan the map to the right, press ALT+Right (the right arrow) on your keyboard.
   OR
   To pan the map to the left, press ALT+Left on your keyboard.
9. To pan the map forward, press ALT+Up on your keyboard.
   OR
   To pan the map backward, press ALT+Down on your keyboard.

To Fly Over a 3-D Map Using the Pan Tool

Use the following steps to fly over a 3-D map.

1. View a map in 3-D.
2. Click the **3-D** tab to open it and drag the circle in the **Pan** graphic in the direction to view.



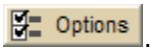
Setting Your 3-D Map Preferences

Use the 3-D tab in the Options dialog box to customize your 3-D maps with increased vertical exaggeration, billboards, a GPS tracking cursor type, and more.

To Set Your 3-D Map Preferences

Use the following steps to set your 3-D map preferences.

1. Click the **Options** button

on the toolbar and then click **Options**. Then, click the **3-D** tab. (You may have to scroll the tab area to see the 3-D tab.)
OR
Click the **3-D** tab to open it and click the **Options** button 

.
   - If you want the right map to rotate/pan in the same direction as the left map, select the **Link 2-D and 3-D Map Rotation** check box. The 2-D map updates after the 3-D map finishes panning/rotating.
     Note If you do not select this check box, you can use the data zoom level tools above the left map window to adjust the zoom level of the 3-D map.
   - If you want to view billboards on your 3-D map, select the **Show Billboards** check box.
     Note If you receive a message saying that 3-D billboards cannot be displayed, ensure that you have a 32 MB video card with the latest drivers and that it supports DirectX and transparencies.
   - To select the cursor graphic that you want to display on the 3-D map when GPS tracking, select the symbol type from the **GPS Tracking Cursor** drop-down list.
   - To select a vertical exaggeration value, click one of the vertical exaggeration graphics (from left to right—flat, 1x, 2x, 4x, or 8x).
2. Click **OK** to accept the changes and close the Options dialog box.
   OR
   Click **Apply** to accept the changes and remain working in the Options dialog box.

Using NetLink

NetLink Overview

NetLink is an online portal within Topo USA®. You must have an Internet connection to use NetLink.

The NetLink tab has four subtabs. Within each subtab, follow the on-screen instructions or click the **NetLink Help** button for more information.

Home

Purchase or activate a Map Library subscription, activate a Data Download Dollars certificate, learn more about our data and imagery, and much more.

Map Library

Purchase Methods

- Map Library subscription

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- Purchase

  You can always purchase downloads. If you prefer to receive your datasets on DVD, you must use this method.

Datasets

The following datasets are available.

- USGS 1:24K (Scanned Maps)

  7.5-minute, 1:24,000-scale quadrangle series.
- SAT10 (Satellite Imagery)

  True-color 10-meter resolution imagery from the French based SPOT satellite (Satellites d'observation de la Terre).
- Color DOQQ (Aerial Imagery)

  True-color 1-meter resolution digital aerial photography.
- USGS DOQQ (Aerial Imagery)

  Black and white 1-meter resolution digital aerial photography.
- NOAA Nautical Charts (Scanned Maps)

  Color bathymetric nautical charts produced by the National Oceanic and Atmospheric Administration (NOAA).
- USGS Hi-resolution 133 City (Aerial Imagery)

  Color aerial imagery over the country's largest metropolitan areas with a resolution of approximately 1/3 meter (or about 1 foot).

Downloads

View and receive downloads and software updates. If you have an Earthmate PN-Series GPS, you can also access firmware updates.

Support

Your connection to DeLorme—links to technical support, the forums, the DeLorme blogs, and more. You can also submit a map correction to us.

Using GeoTagger

Getting Started with GeoTagger

Use the GeoTagger Wizard to:

- Sync digital photos with GPS log files (.gpl) and track files (.an1) and tag them to the location you took them. You can place images as an actual image on the map, a MapNote with a hyperlink, or a symbol with a hyperlink.
- Match GPS logs and tracks to time-related information downloaded from supported devices. For example, you can download a track that includes your heart rate from an athletic device and view the data in the Profile tab. The program uses the following file formats: Suunto (*.sdf), Timex Trainer CSV (*.csv), or Generic CSV File (*.csv).

To open the GeoTagger Wizard, click the **GeoTagger** button on the toolbar.

Important! Make sure the time and date on your camera or athletic device and on your GPS device match before you begin. This ensures that your images and data are correctly matched to the GPS log file or track file. If you do not have the correct time on your device, you can update the information with the Timestamp Offset option in the wizard. See Calculating the Timestamp Offset.

Tagging an Image

Once you successfully tag your digital images to a GPS log file or track file, you can view the points at which the photos were taken on the map in your DeLorme program.

Before you begin, you must download the GPS log file or track file and digital photographs to your computer. See Receiving a Track From Your Third-party GPS Device for information on using the Exchange Wizard to transfer files.

To Tag an Image

1. Click the **GeoTagger** button on the toolbar to open the GeoTagger Wizard.
2. Select **Images** and click **Next**.
3. In the **Photo Directory** box, type the path and file name for the *folder* (not specific images) on your computer where the images are stored.
   OR
   Click **Browse** to search for the folder on your computer.
4. Under **Time Zone**, select the time zone where you were when you took the pictures. See GMT Time Zone Information for a table of time zones by state. If Daylight Saving Time was in effect (second Sunday in March through first Sunday in November), select the **Adjust for Daylight Saving Time** check box.
5. Under **GPS Data**, select **Track** or **GPL File**.
6. If you selected Track, the list of track layers in the Draw tab displays in a tree menu. Click the plus sign to expand the tree menu, and click the track. You can select only one track at a time.

If you selected GPL File, in the **GPS Data** box, type the path and file name for the file or click **Browse** to search for the file on your computer.

7. Click **Next**.
   The Image list displays the images that will be tagged. Click an image to preview it in Image Preview window.
8. Under **Time Offset**, if the time on your camera differed from actual time when you recorded the data, calculate the offset, type the actual time in the **Matching GPS Time** text box.
9. Click **Next**.
10. Select how you want to place the image on the map.
    - **Hyperlink**–A MapNote with a hyperlink to the image displays on the map.
    - **Embedded**–A MapNote with a thumbnail image hyperlinked to the image displays on the map.
    - **Symbol**–A camera symbol with a hyperlink to the image displays on the map.
11. Click **Next**.
    A message displays telling you that you successfully tagged your images. Click **Finish**. When you view the GPS log file or track on the map, you can see where the images are tagged.
    OR
    An error message displays; usually this is because the timestamps for the camera and the file or track do not match.

Tagging Data

Once you successfully tag your data to a GPS log file or track file, you can view the points where the data was recorded on the map and in the Profile tab in your DeLorme program.

Before you begin, you must download the GPS log file or track file and the data file *[Suunto (*.sdf), Timex Trainer CSV (*.csv), or Generic CSV File (*.csv)]* to your computer. See Receiving a Track From Your Third-party GPS Device for information on using the Exchange Wizard to transfer files.

To Tag Data

1. Click the **GeoTagger** button on the toolbar to open the GeoTagger Wizard.
2. Select **Data File** and click Next.
3. In the **Data File Location** box, type the path and file name for the file.
   OR
   Click **Browse** to search for the file on your computer.
4. Under **Time Zone**, select the time zone for your device.
   If Daylight Saving Time was in effect (second Sunday in March through first Sunday in November) when you recorded the data, select the **Adjust for Daylight Saving Time** check box.
5. Under **GPS Data**, select **Track** or **GPL File**.
6. If you selected Track, the list of track layers in the Draw tab displays in a tree menu. Click the plus sign to expand the tree menu, and click the track. You

can select only one track at a time.
If you selected GPL File, in the **GPS Data** box, type the path and file name for the file or click **Browse** to search for the file on your computer.

7. Click **Next**.
8. For Generic CSV Files only, under **Data File**, select the appropriate data type for each category from the drop-down lists.
    - The top row categories are the types of data and units that the program recognizes. For example, if your device recorded the speed in kilometers per hour, make sure you select Speed (kmh). If you do not have data for a particular category, leave it blank.
    - You can use the second row to assign columns of data in your .csv file to a specific type of data. For example, if you have a temperature field named "T" —; select **T** from the drop-down list that is below the Temperature category in the first row.
9. For Generic CSV Files only, select your device's time format from the **Time Format** drop-down list.
10. Under **Offset**, if the time on your device differed from actual time when you recorded the data, calculate the offset, type the actual time in the **Matching GPS Time** text box.
11. Click **Next**.
    A message displays telling you that you successfully tagged your data. Click **Finish**. You can view the data on the Profile tab.
    OR
    An error message displays; usually this is because the timestamps for the device and the file or track do not match.

Calculate the Timestamp Offset

The time on your camera or data device must match the time in the track or GPS log so the images or data display in the correct place. If they do not, you must calculate a timestamp offset. If possible, do this before you use the GeoTagger Wizard.

To Calculate the Timestamp Offset Before Using the Wizard

Use these steps to calculate the timestamp offset **before** you use the GeoTagger Wizard.

1. Click the **Draw** tab and view your track or GPS log.
2. Find a point on the track or GPS log where you know you took a picture or recorded data.
3. Make a note of the time.
4. Start the GeoTagger Wizard and follow the on-screen steps.
5. When you get to the screen with the offset option, highlight the image or data point in the file list.
   The image or data timestamp displays in the Data Timestamp box.
6. Type the time you made a note of in the **Matching GPS Time** text box.

To Calculate the Timestamp Offset When Using the Wizard

Use the following steps to calculate the timestamp offset if you are **already** using the GeoTagger Wizard.

1. Click **Cancel** to exit the GeoTagger Wizard.

2. Click the **Draw** tab and view your track or GPS log.
3. Find a point on the track or GPS log where you know you took a picture or recorded data.
4. Make a note of the time.
5. Start the GeoTagger Wizard and follow the on-screen steps until you get to the screen with the offset option.
6. Highlight the image or data point in the file list.
   The image or data timestamp displays in the Data Timestamp box.
7. Type the time you made a note of in the **Matching GPS Time** text box.

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